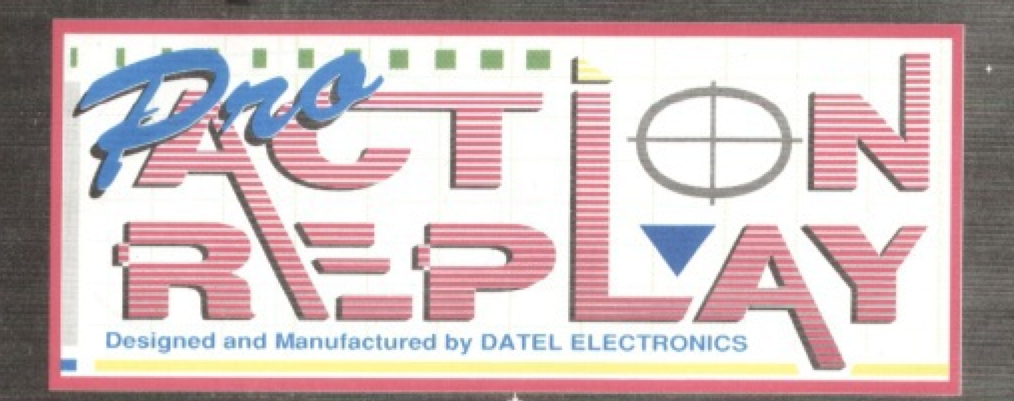

100% SNES
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Best RPG ever?
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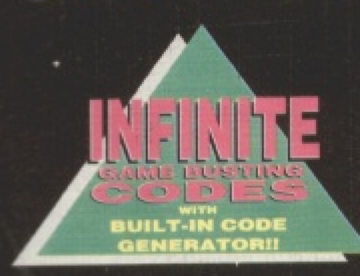
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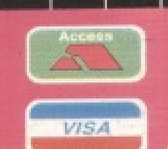
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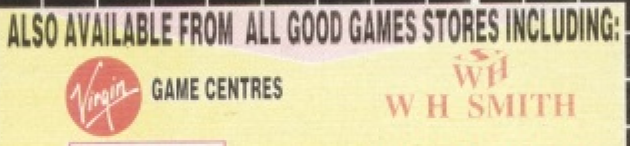
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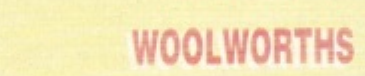
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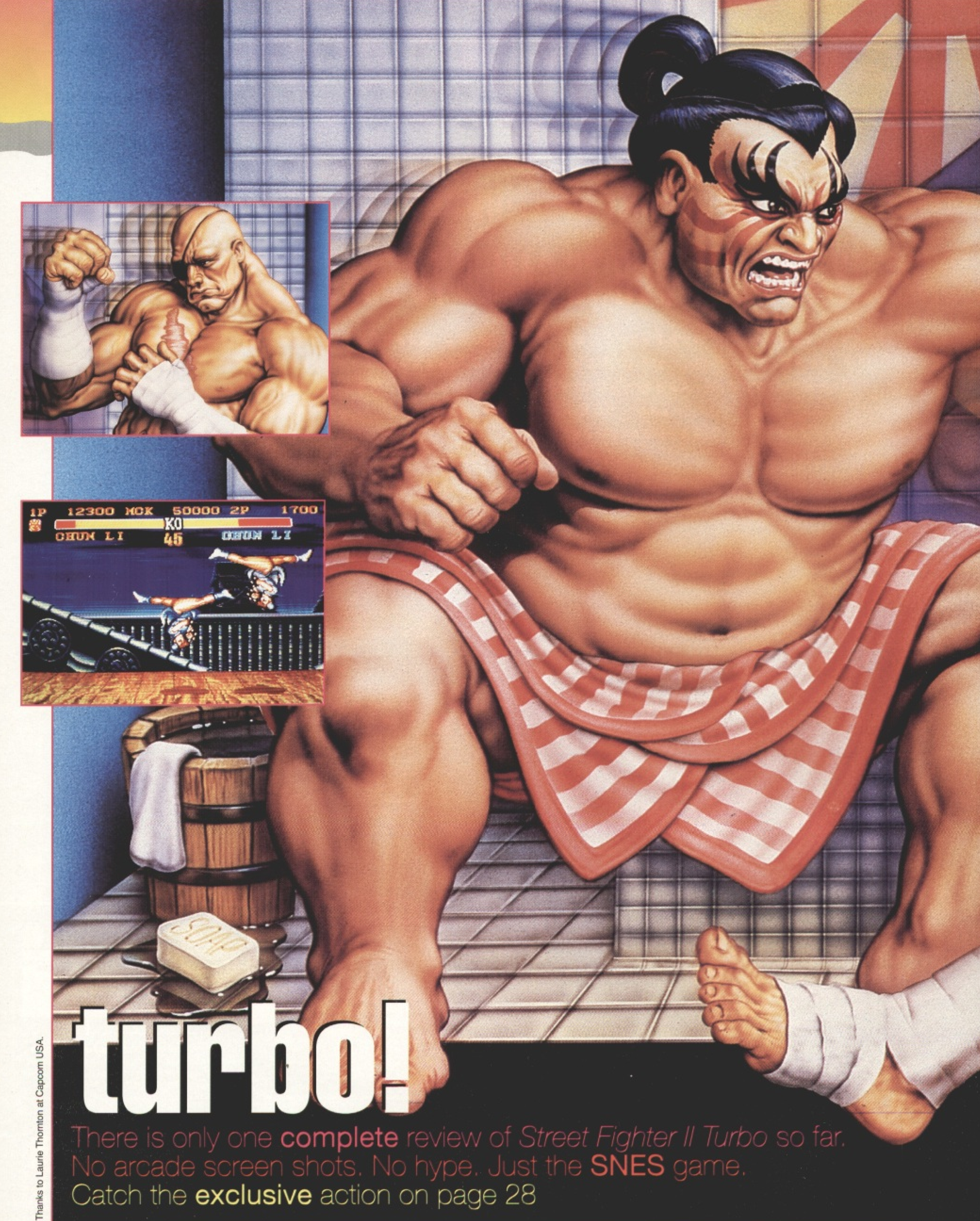
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turbo!
There is only one **complete** review of *Street Fighter II Turbo* so far.
No arcade screen shots. No hype. Just the **SNES** game.
Catch the **exclusive** action on page 28
Thanks to Laurie Thornton at Capcom USA.

Contents

The Guide

over 300 games

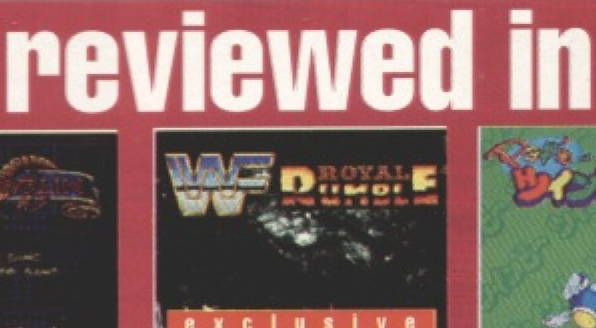


In every issue

Reviews start on page 27

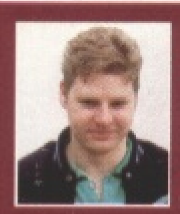
STREET FIGHTER II TURBO
HYPER FIGHTING
© CAPCOM 1991,92,93
exclusive

reviewed in full

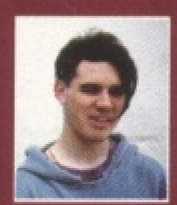


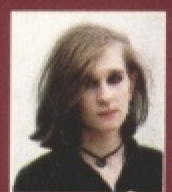
welcome to SNES FORCE

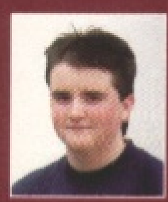
Games are what this magazine is about — games are what these people are about...

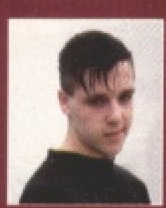

Chris Rice
editor
SF II Turbo

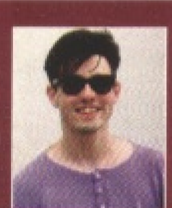

Carl Rowley
production ed
Shadowrun

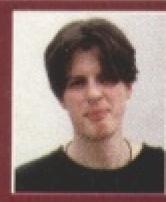

Charlie Chubb
senior designer
Striker


Will Evans
reviewer
Shadowrun


Simon Hill
reviewer
Striker


Chris Hayward
reviewer
Striker


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reviewer
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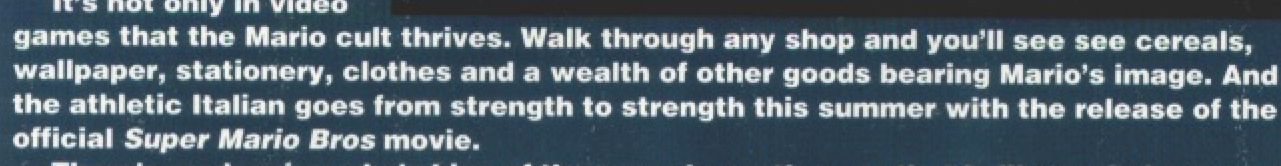

Rob Millichamp
reviewer
Royal Rumble

The News

MARIO MILLIONS

The dungaree-clad plumber who started life in *Donkey Kong* has made it to the big time with a record that any hedgehog would envy — more than 100 million Mario games have now been sold worldwide, on SNES, NES and Game Boy. If Mario were a musician, his titles would have gone platinum 100 times, an accomplishment many of today's stars can only dream of.

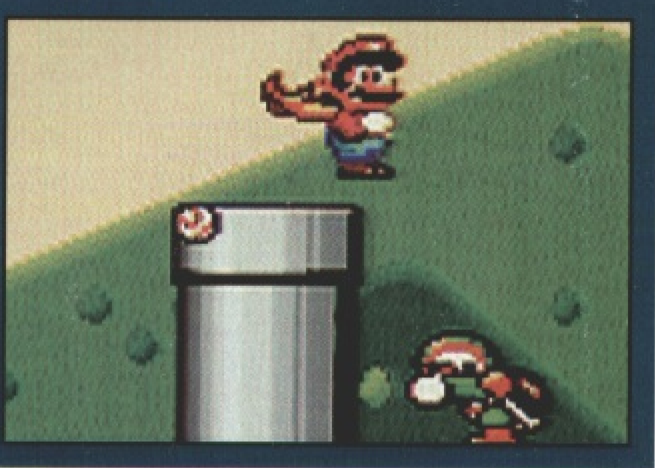
But why is the sprite from Brooklyn so popular? Nintendo's vice-president Peter Main explains: 'Mario's popularity transcends all cultural and language barriers. Internationally, children identify and love Mario because of his inquisitive character.'



It's not only in video games that the Mario cult thrives. Walk through any shop and you'll see see cereals, wallpaper, stationery, clothes and a wealth of other goods bearing Mario's image. And the athletic Italian goes from strength to strength this summer with the release of the official *Super Mario Bros* movie.

There's no denying who's king of the console castle — or that he'll remain in charge for years to come. Great news for SNES owners, or what?





SUPER FORMATION SOCCER 2

Producer *Human*
Available *June*
Status *Japanese release*

The sequel to the great soccer sim that helped launch SNES in Europe is bigger and better in more ways than one. *SFS2* — from the Japanese firm Human, which wrote the original distributed by Nintendo — doubles the fun and intensity of the smooth-scrolling 3D original by enabling cool four-player matches using a Multi-Tap for extra controllers.

You get a decent selection of World Cup Teams,



featuring fictional players based loosely on real footballers. The Japanese Nationals are also represented.

SFS2 differs gently from the original in terms of player stats — in *SFS*, there were often aces on teams with excellent performance stats all around. All you really had to do was pass the ball to your best man and he could carry the play.



Foul! *Super Formation Soccer 2* features the famous yellow card — meaning minor offences don't result in an automatic send off

That's not possible in the sequel. Players have more balanced parameters. For example, an ace dribbler with quick feet will likely have a wimpy shot, while a deadly sniper might be a defensive liability. By accentuating the strong points and weaknesses of individual players, the game forces you to play much more strategically — as in the real thing.

New techniques like heading and lifting for avoiding tackles enhance the gameplay. What's more, Yellow and Red cards have been added, so rough, bullish playing has to be toned down. There's even a shootout mode for trying out penalty kicks.

Graphics are much improved, and *SFS2* plays noticeably faster, with crisper control even when four players are tapped in. If you're a fan of soccer sims, this is worth serious consideration.

SONY TAKE TECMAGIK



***Cliffhanger*, a conversion of the Sly Stallone movie, is a fast-paced, all-action beat-'em-up.**

Sony Electronic Publishing is to distribute the three titles Tecmagik have lined up for the SNES, although previous distributors retain the rights to older games. The 8-meg Pink Panther game will arrive at Christmas, *Andre Agassi Tennis* comes to SNES and Game Boy in September, and the first *actor licence*— a game based on Steven Seagal — will be released as a 16-meg title in the first three months of 1994.

Meanwhile, Sony's own software company, Sony Imagesoft, have been busy with the *Dracula* licence. They claim that the official game of Francis Ford Coppola's movie, *Bram Stoker's Dracula*, uses new development techniques such as varied 'camera angles'. In interactive movie style, the perspective starts off one way (say the player's-eye view) and then switches to another during the level.

For more than a year of development, the *Dracula* team had near-total access to film properties including the sets, and blueprints of scenarios such as the castle. The developers, Psygnosis, have used digitised graphics based on real actors and a version of the soundtrack to recreate the movie's spooky atmosphere.

There are versions for all Nintendo formats, due for American release next spring.



Mode 7 scaling and 3D graphics make *Dracula* an epic adventure.

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STICKY MOMENTS

Anyone lucky enough to have snapped up the launch issue of SNES FORCE will also have a *Street Fighter II Official Sticker Album.* This month we're going one better by giving you some stickers to put into it. But before you get sticking we've got some important info for you.

The album's designed as a detailed paying guide to the fabled game and gives you head-start ready for when the new SNES version comes out.

Album and stickers are in the shops now but as a SNES FORCE reader the album was free. There are a total of 240 stickers in the collection, some in puzzle form, some in singles and 24 on metal foil.

Unfortunately, some small numbering errors in the sticker boxes cropped up. They've been corrected now, but there wasn't time to put them right before SNES FORCE was published.

As long as you're warned, however, you shouldn't have any problems. The affected pages are 23, 26 and 43. On page 23 the six-sticker block is a duplication of the one on the previous page and should, of course, read:

103-104-105
106-107-108

On page 26, the three-sticker block should read:

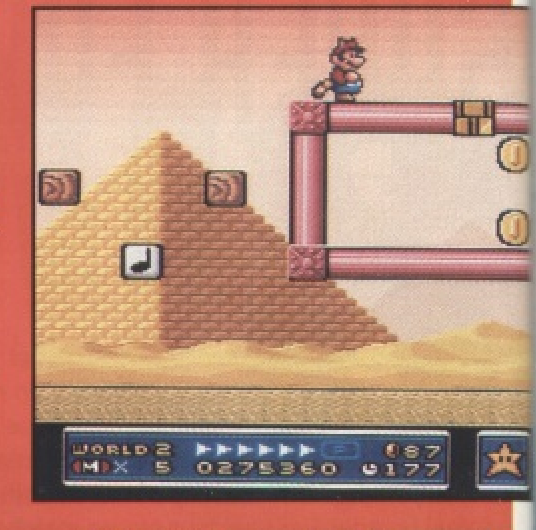
115-116-117

Sticker 118 is correct on page 28. On page 43, the horizontal two-sticker block at the top of the page should read:

198-199

That's it — get sticking now!

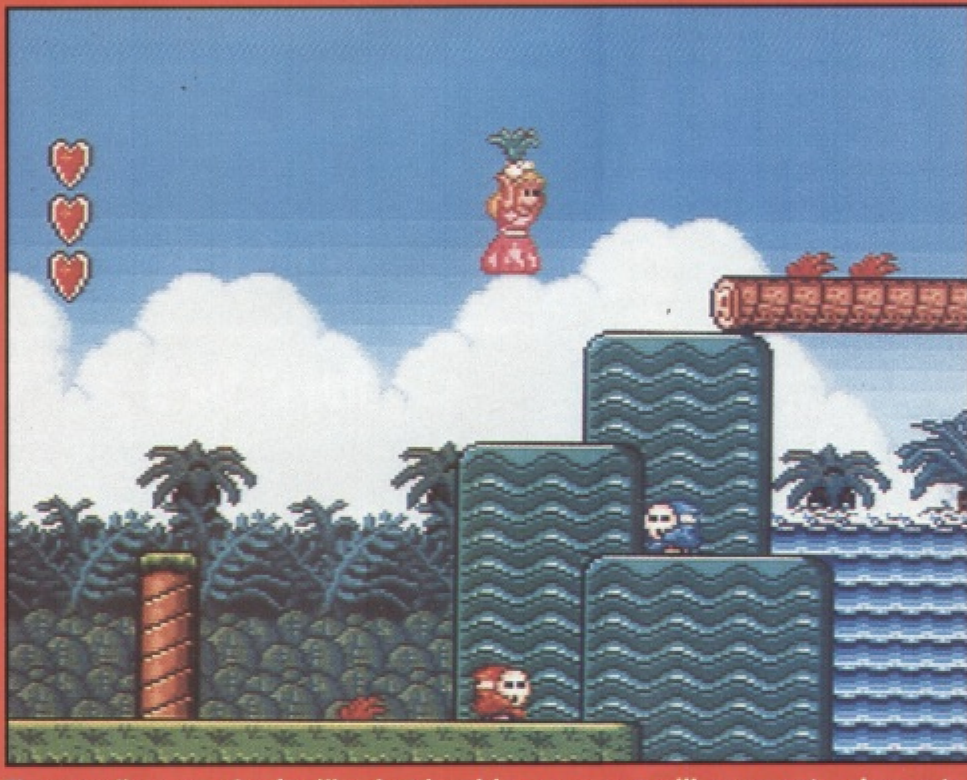
SUPER MARIO COLLECTION



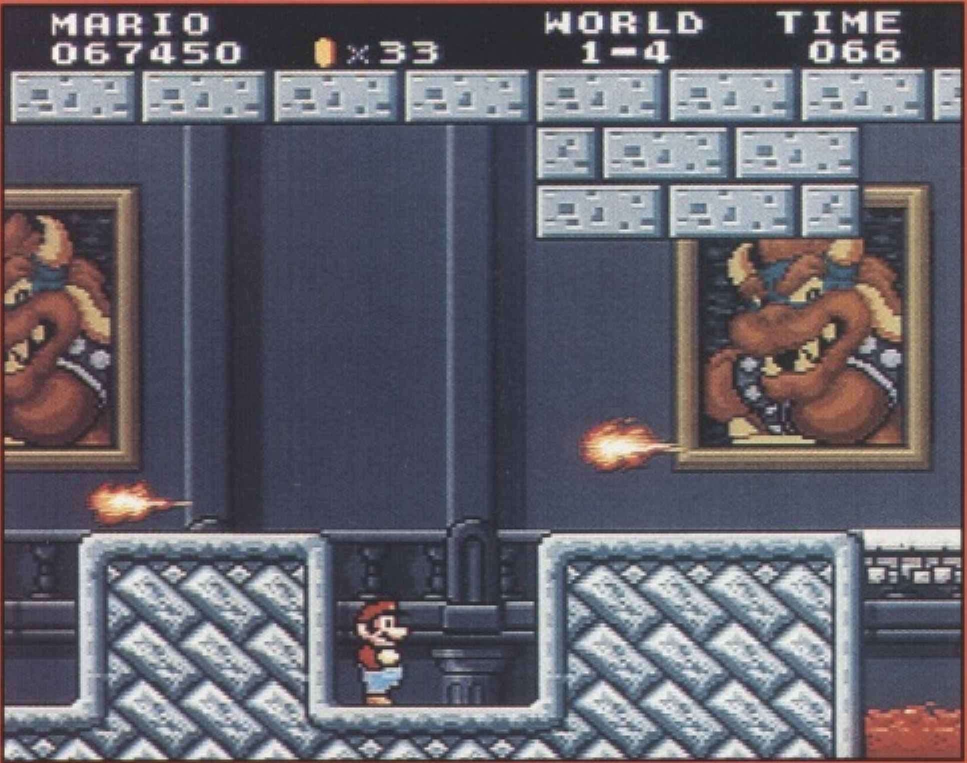
Producer *Nintendo*
Available *July*
Status *Japanese release*

The entire *Super Mario* series from the 8-bit NES and Famicom appears as one humunguous 16-meg SNES cart. All the classic 8-bit Mario titles are featured, including *Mario Brothers*, the NES *SMB2*, the Japanese Famicom *SMB2*, and *SMB3*.

It's the first time gamers outside Japan will get to play the FC version of *SMB2*, which was released only for the now-defunct Nintendo disk-drive system. FC *SMB2* was an insanely beefed-up version of the original *SMB*: although graphics were virtually identical, gameplay was much tougher, with infuriating traps and poison mushrooms. Luigi was able to jump somewhat higher than Mario, but had more slippery feet.



The storylines may be familiar, but humble NES owners will never get a chance to see their favourite Mario classics in such stunning graphic detail.

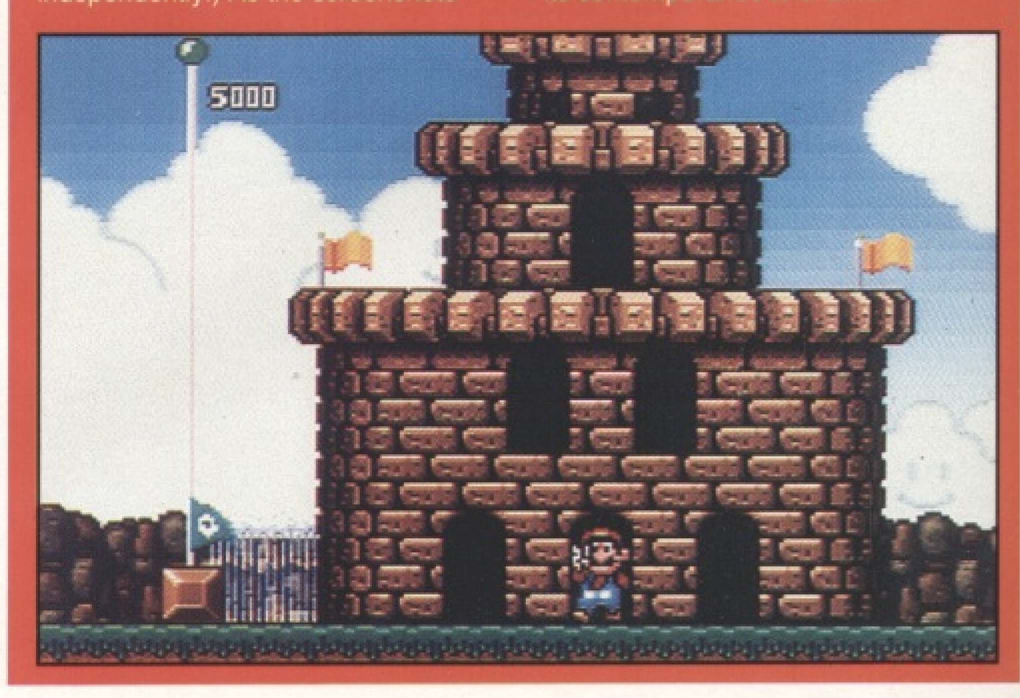


Mario's never looked better! You can take a trip with him round Bowser's Castle and while you're there, don't forget to check out the paintings.

And the nasty part was that you had to clear it eight times before playing the even tougher 'back' stages. Fortunately, the new *Super Mario Collection* has 16 save files — four for each of the packaged games.

Even the prehistoric *Mario Brothers* is included. (This was included as a bonus stage in *SMB3*, but can now be accessed independently.) As the screenshots show, graphics have been improved magnificently. Sound effects and music are also given the 16-bit stereo treatment. Old-time gamers will shed tears of nostalgia at the updated sights and sounds, although the gameplay itself is unchanged. Even buggy techniques such as infinite one-ups at stage 6-3 in *SMB* and sliding through walls have been faithfully reproduced.

The old 8-bit series defined the standards for platform excellence. The new 16-bit collection will put many of its contemporaries to shame.



NINTENDO BEATEN TO CD



There was no news of Nintendo's 32-bit CD-ROM at the June CES in Chicago, but American firm 3DO stole the show with a similar unit. They've developed a CD system that plays not only games but also music and the brand-new video CDs — similar to laser discs, but using conventional CDs.

3DO consoles will be manufactured by a number of firms, including Panasonic, whose FZ-1 REAL 300 Interactive Multiplayer will be available in the USA in September.

Company vice-president Richard Lovisolo said: 'This new interactive system opens up a whole new world of education, entertainment and information applications to everyone in the home. With its multiple applications, it is much more than a games machine.'

Software companies have started developing games for 3DO, among them Electronic Arts (*John Madden's Football*) and Psygnosis (*Lemmings*).

All eyes are now on Nintendo to see if they will reply by releasing their 32-bit CD, currently under development — but inside sources at the Japanese giant argue that there's still a lot of life in cart games and they are in no rush to make the transition to CD.


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UP FRONT

Each month Up Front brings you the largest listing of provisional release dates, updated monthly by our team of researchers. Remember release schedules are set in blancmange so don't hold your breath.

SNES

Royal Rumble	Summer
Super Tetris 2 + Bombliss	Summer
The Lost Vikings	Summer
Wordtris	Summer
Super Strike Eagle	Summer
Bubsy the Bobcat	Summer
Human Grand Prix	Summer
Lethal Weapon	Summer
Troddlers	Summer
The Adventures of B.O.B.	Summer
Battletoads, Battlemaniacs	Summer
Star Trek — The Next Generation	Summer
Fire Fight	Summer
Brett Hull Ice Hockey	Summer
Robocod	Summer
Mortal Kombat	Summer
Super Empire Strikes Back	Summer
Goof Troop	Summer
Space Ace	August
Taz-Mania	August
Magic Boy	August
Batman Returns	Autum
Dracula	Autum
Super Putty	Autum
Mr Nuts	Autum
Final Fight 2	Autum
Sensible Soccer	Autumn
Quarterback Club	Autumn
Jurassic Park	Autumn
Zool	Autumn
Nigel Mansell's World Championship	Autumn
Alfred Chicken	Autumn
Mega Man	Autumn
Aladdin	Autumn
Mario is Missing	September
Striker	September
Out to Lunch	September
Cal Ripken Jr Baseball	September
Plok	September
Asterix	September
Super Dr Franken	October
Robocop vs Terminator	October
Super Battleship	October
Outlander	October
Wing Commander Secret Missions	October
Lawn Mower Man II	Winter
Last Action Hero	Winter
Utopia	Winter
Alfred Chicken	December
Captain America and the Avengers	December
Might and Magic 3	December
Street Fighter II Turbo	December
Lord of the Rings	December
Impossible Mission	December
Pinball Deluxe	January '94
Solo Flight 2	Spring '94
Airborne Ranger	Spring '94

CLEARLY TOO COOL TO FOOL

You'll still be using your shades after summer for Virgin's new *Cool Spot*. The game stars a cool, red... spot who, with dark glasses, trainers and obligatory white gloves battles through 11 levels and six bonus rounds, bursting bubbles for points.

If you saw the MD version you know the graphics are colourful and cartoony, with fast tunes, spot FX and speech. The villains promise to be as whacky as in previous conversions, which featured slimeballs, mad crustaceans, evil toys gone insane, manic mice throwing cheese, frantic frogs, biplanes and worms.

Levels include a runaway train, a speedy rollercoaster, and surfing to rescue your imprisoned fellow spots.

Virgin's other two autumn releases are *Muhammed Ali Boxing* and *Super Caesar's Palace*, a gambling sim. The Ali game promises a 360º revolving ring so you can always see what's going on, 15 heavyweights with digitised fight sound, weight-training sections, and your own personal trainer to advise on punch strategy between rounds.

A feature allows you to program your own lethal combinations and execute them at the touch of a button, and fights can be in either exhibition or world-title mode, played to authentic Las Vegas rules.

Still in Las Vegas, *Caesar's Palace* brings the world-famous casino into your house. Twelve games of luck and skill include poker, slot machines, roulette, craps, keno, horse racing and lottery-style scratch cards, with a save-game feature and VIP rooms where the stakes and payouts are steep, to say the least.

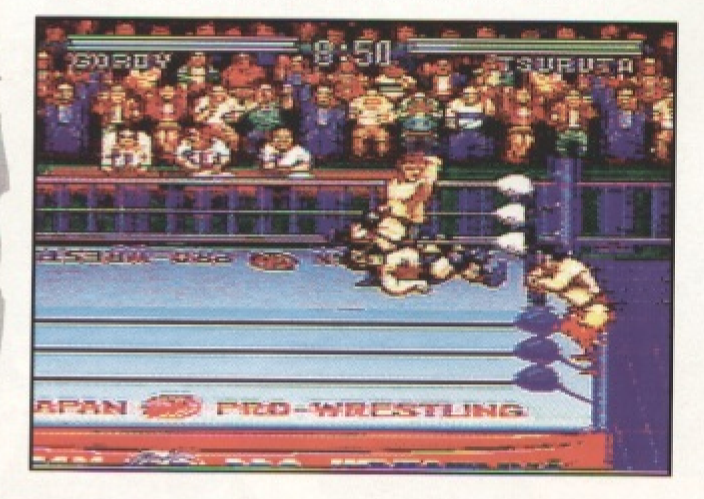
***Caesar's Palace* is compatible with the SNES mouse.**

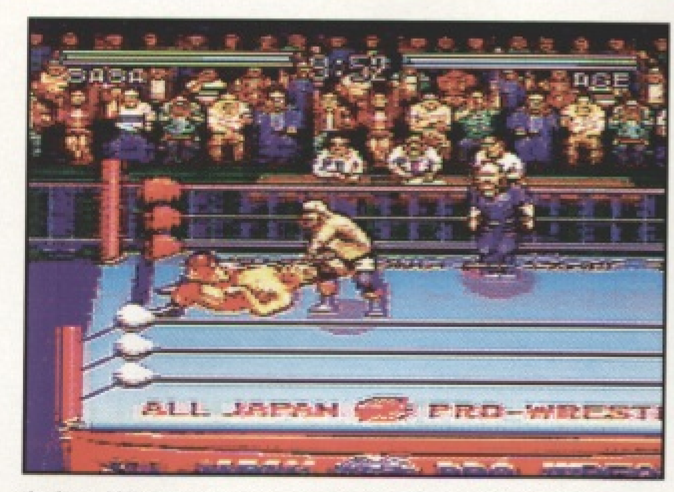
JAPAN PRO WRESTLING

Producer *Masaya*
Available *July*
Status Japanese release

In this whopping wrestling sim, Masaya solidify their positions as a rising star in the Japanese market. Although unknown overseas, they did the excellent *Ranma* street-fighting games (the first was released by Irem on SNES as *Street Combat* with different characters) and *Valken* (released here as *Cybernator* by Konami).

At first glance, the style appears similar to *Street Fighter II*. However, the action is radically different. Where *SFII* relies heavily on lightning reflexes and spasmodically rapid thumbs, *JPW* is more about timing. When two wrestlers square off face-to-face, they automatically go into a grapple. At the exact instant they start to squat, hit any of the four attack buttons in combination with the direction key to unleash wicked wrestling moves.





When an opponent is down, you can haul him to his feet and pound him, do a leg hold or choke hold, or just plain stomp him.

There's a choice of 16 wrestlers for one-on-one or tag matches against the computer or a friend. The wrestlers are based on real Japanese pros and come complete with all the power moves used by them — about a dozen for each.

If you're looking for a truly realistic sim, you can stop looking right here.

MARIO KICKS THE BUCKET

Mario teams up with archrival Wario for a new mouse-controlled puzzle game. The aim of *Mario and Wario* is to guide Mario through a series of dangerous worlds. But there's a catch: Nintendo's lovable plumber has a bucket over his head!

Since he can't see where he's going, the game introduces a new angel-like character responsible for moving or eliminating hazardous objects in the eight worlds and approximately 100 stages. Complete world eight for a showdown with Wario that spans 20 additional worlds.

Mario and Wario is available in the USA in September priced $59.99 (around £40) and scheduled for a Christmas release in the UK.

Yoshi on safari

Nintendo are backing up the Super Scope with a string of new titles, and hope to prevent it going the way of Sega's laughably disastrous *Menacer*.

Due for release soon are *Battle Clash, Bic 2, Bazooka, Red October, Jurassic Park, Super Scope 6, T2 the Arcade Game*, and *X Zone*. Loooking best of the bunch is *Yoshi's Safari*, where Mario saddles up his dinosaur pal and sets out with a bazooka to rescue the Princess from Bowser (again) through 12 progresively harder levels.

Using a Mario's-eye-viewpoint and Mode 7 graphics for a realistic 3D effect, *Yoshi's Safari* is set for August release in the USA.

SUPER BACK TO THE FUTURE 2

Producer *Toshiba EMI*
Available *July*
Status Japanese release

This isn't a game sequel, it's a side-scrolling platformer based on a movie sequel. *SBF2* loosely tracks the film's storyline with between-stage animations featuring Marty McFly, Doc, Biff and all our movie favourites. The gameplay itself consists merely of Marty fighting bizarre enemies such as jeering punk-rock morons in pickup trucks (look for Flea out of the Red Hot Chilli Peppers) and corrupt policemen in straightforward platform action.

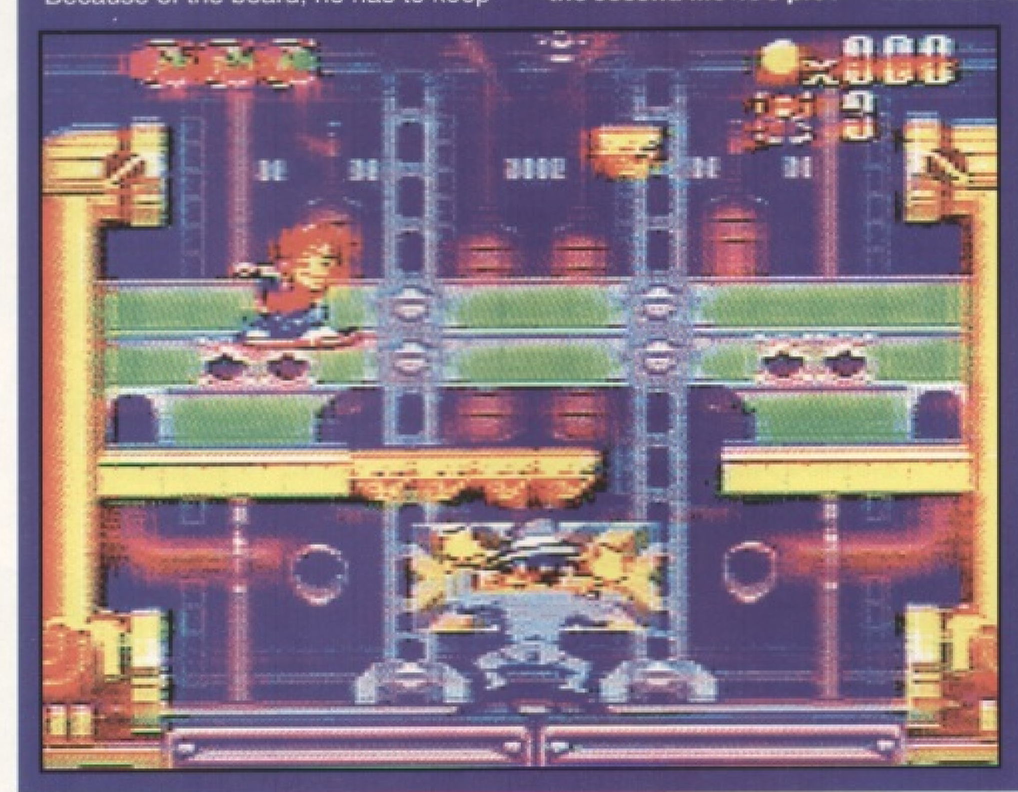
At the end of each stage, Marty has a go at one of Biff's many incarnations or his goofy henchmen. Strangely enough, Marty is seen on his hoverboard throughout the game. Because of the board, he has to keep moving all the time. What's more, he often has to make leaps of faith into yawning chasms, unsure whether this leads to instant death or takes him further along in a stage. The stages, although given different colours, are by and large identical, and gameplay is certain to become repetitive.

As a platformer, *SBF2* has glaringly obvious faults, noticeable from just watching it in motion on a promo video.



Travel with Doc and his Delorian *Back to the Future* The game closely follows the second movie's plot — when Doc and Marty go boldy forth...













ASTERIX FULLY BOOKED UP!

Competition

Asterix is a worldwide celebrity, with sales of his 30+ books exceeding 200 million in 14 languages including Esperanto and Latin. Then there are the omnibus editions, Adventure Game books, activity books and the animated films. He's Europe's biggest cartoon/comic star.

Hodder and Stoughton, publishers of the Asterix series in Britain, are mounting a huge promotional campaign to herald the release of the SNES game.

In order to further your literary knowledge (so you might get *some* of Carl's jokes) we've laid our hands on Asterix book prizes. Enter this amazing competition and you stand a chance of winning...

- **Ten runners-up prizes of an Asterix volume, chosen at random by our computer and signed by the SNES FORCE team.**

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Complete the coupon below and send it to Asterix competition, Impact Magazines, Ludlow, Shropshire SY8 1JW. All entries to be received before 6th August.

1. Which of the following does Asterix have on his helmet?
a. A feather
b. Wings
c. Cheese

2. Obelix fell into the cauldron when he was...?
a. With child
b. A child
c. Drunk

3. Getafix wears...?
a. A tight-fitting rubber top
b. PVC trousers
c. A long white robe

4. The most recent book is...?
a. *Asterix the Goth*
b. *Asterix and the Secret Weapon*
c. *Asterix and the Secret Wellington*

Name..........

Age..........

Address..........

....

....

..........**Postcode**..........

The editorofix's decision is Final, and no correspondix will be entered into. If you don't want to receive mail from other companies or the Roman Empire, tick the box. ❒

LET'S TALK ABOUT SFX

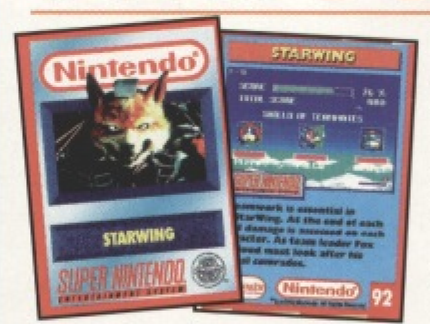
Remember *StarWing*, the much-hyped blaster featuring the Super FX Chip? Most people went gaga over the '3D' graphics but we were less than convinced — after all, it's only got 16 colours and a restricted playing area. That didn't stop it from flying off the shelves, though — it has broken all records to become the fastest-selling video game in history.

And to show their commitment to SFX technology Nintendo have confirmed they are continuing to make SFX games. They are developing a second-generation SFX chip to be used in a new racing game *FX Trax*.

The 40%-complete version we saw features the same 3D polygon graphics as *StarWing*. It's essentially a sprint racer.

For those confused by the technical jargon, the SFX chip is nothing more than a coprocessor allowing complex mathematical calculations to be made at high speed. The original chip was developed by British company Argonaut but the new version is an exclusive Nintendo development.

...IT'S ON THE CARDS!



The characters who put the 'Star' into *Starwing* are commemorated as part of a massive set of Nintendo collector cards. Our friends at N-FORCE actually put the collection together and it features the best of SNES, NES and GB.

The complete selection is in the shops now and we're told they're great fun to collect. Go for it!

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20/20

What, you might ask, has a curry got to do with the concept of a new SNES conversion? It's the sort of question that only an interview with a programmer like Phil Thornton can answer...

Q: Do you think the current influx of Amiga conversions is good for the SNES?

A: It depends on the type of game. Games like *Putty* are well-suited for consoles so long as they are spruced up a bit and given that glossy presentation. We recently received the new promo stuff for *Super Putty* from Tokyo and it blew us away. They have totally revamped the look of the product.

The danger at the moment is that too many of the more mediocre or overly complex Amiga titles will start appearing on the SNES and Sega. Flight sims in particular do not transfer well to the consoles, neither do rushed film licences.

It is all very well churning out quickies based on popular arcade games or movies for the Amiga market in time for Christmas but invariably these titles are very shallow and simply cannot stand up to the vastly superior and professional products which have become licences in their own right.

I think we in Europe should concentrate on original and high-quality games rather than making the mistake of churning out mass-appeal licensed game product on the cheap. Cartridges are a damned sight more expensive than disks and therefore should be treated with some respect. The Amiga has been a breeding ground for some stunning games but some companies have exploited the punters by releasing poor-quality, cynical ripoffs. For the sake of the SNES-buying public we should see to it that our tiny industry does not earn itself a bad rep and stick to converting the cream of original Amiga games only.

Q: Any particular reason why *Silly Putty* on the Amiga is now *Super Putty* on the SNES?

A: We decided to spruce up the title for SNES release and call it *Nutty Putty* or *Billy Putty* but rejected both of these in favour of *Super Putty*.

Q: Have you produced any other programs for the SNES?

A: No

Q: Which madman conceived and designed *Super Putty*, and where did he draw his inspiration from?

A: Me!

I feverishly scribbled the idea down on a beermat at my local hostelry — the Malt and Hops in Kings Cross — but had difficulty taking the idea further. Try as I might the inspiration wouldn't come.

I suddenly became totally despondent and went to India. Once there I mistakenly ate a beef vindaloo causing my entire digestive system to go China Syndrome. During the dark days and disturbed nights that followed I found myself unable to do anything except stand in one place slightly stooped and concentrate on keeping my buttocks clenched. Days turned into weeks and I began to accept that I would never be able to make rapid movements again.

It was during this torture that I resolved to produce a proper spec for the *Putty* game, having nothing else to do except whine.

Once written out on paper I could only wait until I was fit enough to return to the UK to produce some Amiga graphics for a short animated demo. The Bombay Bum didn't respond to any treatments so eventually I grasped the problem firmly with both hands and boarded a British Airways flight to London and prayed for no turbulence.

Back in the UK I produced a fully animated demo with sound effects using *Moviesetter*, a very nice Canadian utility, and steered clear of All Bran. I took *Putty* to System 3, who got out their chequebooks as soon as they set eyes on it. Two years later the game was completed.

Q: So what about those terminator carrots?

A: The weird characters are mainly products of my fevered delirium in India but Uncle Ted actually plays the organ at a pub called the George in Islington and quite few are inspired by people I know in the industry.

Q: How long has it taken, from start to finish?

A: The SNES version has taken nine months to complete. It has been coded by Chris Butler, the programmer who produced *Ghosts and Goblins*, *Commando*, *Thunderblade*, *Space Harrier*, *Powerdrift* and *Turbocharge* among others on the Commodore 64.

Q: What do you think *Super Putty* offers to the player?

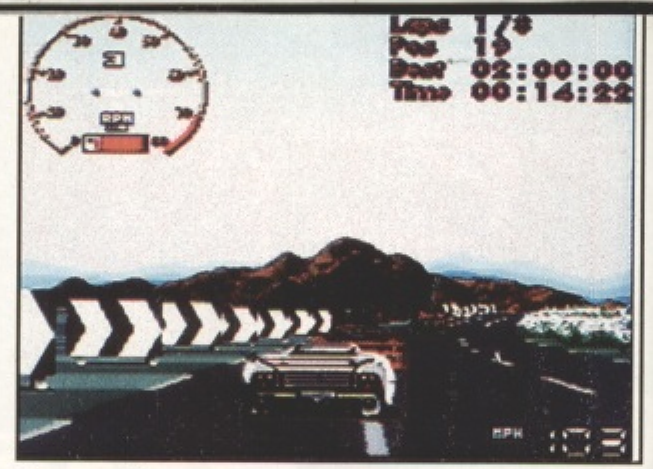
A: *Super Putty* is a departure from the running and jumping platform games. Putty himself has a vast variety of moves and every player utilises him in a different way. Some people restrict themselves to the bounce and wriggle moves while others rely heavily on the stretching capabilities.

Because of the SNES joypad this version of the game is a lot more accessible and generally easier to control than the Amiga version. It is also twice as fast.

The remoulding manoeuvre is a powerful feature that can result in chaotic firefights on later levels depending on the player's strategy.

We have had a huge amount of feedback from Amiga owners requesting a *Putty II*, which is now in development on the SNES and Amiga 1200. So who knows what the future holds?

■ There's another 20/20 profile next issue.



The graphics are superb, with accurate cornering and a real feeling of speed.

JAGUAR XJ220

Start the engine, check your rear-view mirror, throw the Highway Code out the window and burn up the tarmac at breakneck speeds — *Jaguar XJ220* is about to hit the SNES in a flash of speed and fire.

The game is based on the legendary car driven by Team Jaguar themselves and boasts an impressive 36 circuits and 12 different countries to race around. It also features a two-player split-screen option, and even the ability to build and race your own tracks! To make it as realistic as possible, JVC have included 20 computer-controlled opponents each with their own unique personalities and driving skills.

Expect the official release around November, and stay geared to SNES FORCE for a review.



POWER PLUG

Tyco have just announced their new controller accessory, the Power Plug. Simply connect the power plug to the SNES joypad socket, then plug any normal joypad into it and you have all sorts of special effects at your disposal.

The Plug has six features with silly names, its own reset button and a 'code book' which tells you how to get the most from some popular games. Features include Thrash (a selection of preprogrammed special moves for best-selling games), Pro Thrash (allows you to program your own sequence of moves), Power Steering for precise control, variable turbo (right down to slow-mo), autofire and Clone, which transforms any controller button into a Power Plug button.

The Plug will be available for the SNES, NES and Mega Drive, and hits the States this winter, so we should see it not long after that.

HUMAN BASEBALL

Producer *Human*
Available *August*
Status *Japanese release*

In keeping with their strong reputation for sports sims, Human's first-ever baseball sim looks to be a big winner with a unique and innovative use of Mode 7 scaling and rotation.

Virtually all baseball sims view the action from the umpire's position when a batter's up and switch to a bird's-eye view when a ball is hit. *HB* is like the traditional baseball sims when a batter is in the box — the pitcher throws toward the screen. However, that's where similarities with the rest end.

The behind-the-plate view is Mode 7 heaven, with awesome speed and very smooth scaling.

When the ball is hit, instead of flipping to an overhead view, the game employs dazzling Mode 7 scaling and rotation to smoothly track the motion of the ball. Fielders can therefore chase down hits in realistic diagonal perspective to make spectacular plays that were impossible to portray with traditional baseball sims. And thanks to the Mode 7 programming, the pitcher can make a smooth pickup throw to any base without the telltale switching of screens. Consequently, base runners have to be very careful in leading off. On the other hand, this unique game design also means base runners are able to make nailbiting suicide squeezes and hit-and-run plays without the pitcher noticing until it's too late.

HB features all 12 Japanese pro teams with actual rosters, and two original teams. In all there are 256 players, each with individual parameter settings based on their latest playing stats. Player data parameters cover 13 categories including fielding, base-running speed, batting average, batting range and so on — no two players are alike.



A variety of playing surfaces and all 12 Japanese teams add real authenticity to gameplay.

Pitchers throw either right-handed or southpaw, and either overhand, sidearm or underhand exactly like their real-life counterparts. Stamina is an important stat of pitchers, as it determines how long a guy can go before he loses his edge. Batters stand open or closed to the plate to direct shots as desired, perhaps to pepper an opposing fielder with a weak throwing arm.

Arguably the most realistic baseball sim for the Super Famicom, *HB* should get a close look from armchair sports fans. Let's hope somebody licenses it for SNES in Europe and America.

OUT TO LUNCH

Producer *Mindscape*
Available *September*
Status *Official UK release*



Pierre has to travel the globe in search of his missing vegetables. There are six countries to visit.

New from Mindscape and currently cooking on gas is Pierre Le Chef in *Out to Lunch*. Pierre is a top international chef, in great demand by posh restaurants everywhere, but he has a problem — all his finest ingredients have escaped from the kitchen, hiding themselves in six different countries.

There's Switzerland, Greece, China, Mexico, France and the West Indies, each with eight levels and each sporting a special *guest vegetable* (such as a chili in Mexico). On each level, collect a set number of veggies within a time limit, then place them in a cage.

A menacing jingle informs Pierre when his archenemy, the Chef Noir, turns up to try to thwart him by opening the cage. Use weapons and jumping on his head to get rid of this walking health hazard. But beware, once stunned by a vegatable or a rock, Pierre loses all veggies he's carrying (but not ones already in the cage).

Weapons start as projectile flour bags, with upgrades such as the flambé fire attack. Watch out for the evil infected vegetables, secret bonus fruit runs, roaming salmonella and the blobby purple listeria. You may have noticed that vegetables abound — Pierre is approved by the Vegetarian Society because he never uses animal products. Start saving for this humane platformer, set for an October release.



It's worse than sharing a house with students. I mean, you can't even come back to find your food where you left it.

A WALK IN THE PARK

Competition

Steven Spielberg's hotly-anticipated movie *Jurassic Park* is going down a storm with American cinema audiences and looks set to cause more excitement in Britain. The great news for SNES owners is that Ocean, of *The Addams Family* and *Lethal Weapon* fame, have snapped up the licence to produce an official game.

The hype surrounding the film is deserved — the special-effects team produced huge lifelike dinosaurs roaming the screen as if plucked from prehistoric times. And everyone is expecting the cascade of spinoffs to be just as successful, the SNES game included.

Comicbook veterans Dark Horse are doing the official comic adaptation. Spread over four issues, *Jurassic Park — The Comic* is packed with 32 pages of full-colour artwork for 95p. Thanks to Dark Horse, SNES FORCE has five copies of the complete comic collection (four issues) to give away. Simply answer the following questions...
Who is the director of Jurassic Park?
Easy, eh? Send your answers to A Walk in the Park, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.
The closing date August 6th.

CAPCOM ANNOUNCE MEGA NEW GAMES

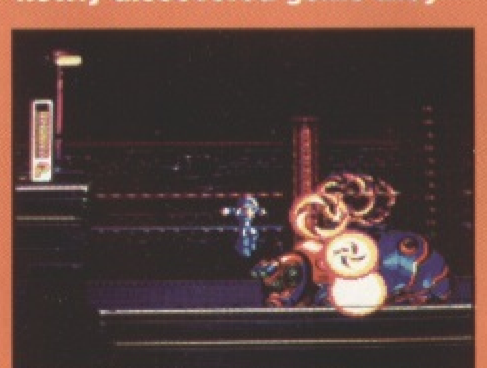
He's dead cool, the star of five brilliant NES games, a superstar in Japan, and he's about to reach the SNES. December sees the American release of *Mega Man X*, which Capcom are promising heralds a whole new series of 'next-generation' Mega Man games, retaining all the best characteristics of the previous titles, but expanding with new features, a new futuristic storyline, robotic enemy characters and new cyborg allies.

In the 21st century, terrible robots have run riot across the earth and humanity strains to keep up. The recently-developed RoboPolice (humans altered into robotic form) are here to help, but we need more than just a revamped Old Bill, so superhero Mega Man throws himself into the job. Alongside the little blue dynamo are the RoboPolice's two best officers, RX and RY.

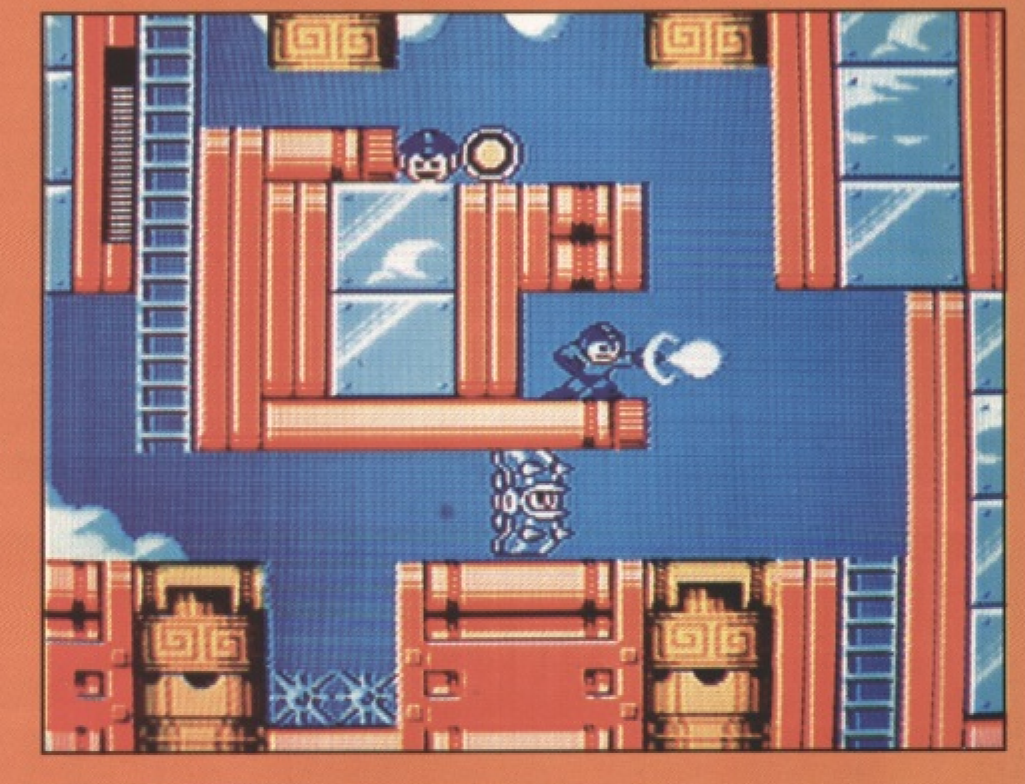
Mega Man's features include a new ability to bolt hardware onto himself, and enhancements to lend him extra speed, weapon strength and a brand new head-on attack. The graphics are entirely redesigned, and gameplay is more complicated than in the NES games, so don't expect a *Mario*-style port. The cart will sprawl across 12 meg.

Capcom say that although this is the first of a new series, they are continuing with the original Mega Man line, loyal to the fans who across several formats have made him so successful that this is his tenth starring role.

Also coming from Capcom are two more new titles, the film licence of Disney's *Aladdin* and cartoon license *Goofy. Aladdin* is Disney's most succesful film to date (about £130 million taken at the box office), and the game is a horizontally-scrolling action romp. In the ancient city of Agrabah the young street-thief Aladdin eeks out his living with the help of his monkey, Abu. Together with their newly-discovered genie they battle through seven levels and a magic-carpet bonus stage, trying to fulfill Aladdin's destiny and win the heart of the fair Princess Jasmine.



The puzzle-based *Goof Troop* stumbles onto the US market in September, with five difficulty levels for a wide range of players. Along with his sidekick son Max, Goofy travels through mazes, a booby-trapped castle, a fortress island and a sunken ship to rescue buddies Pete and PJ.



ChartsChartsChartsChartsChartsCharts

JAPANESE SFC CHART

1.	—	Dragon Ball Z Super Battle Legend
2.	—	Breath of Fire
3.	▲	Captain Tsubasa IV — Pro Rivals
4.	▼	Ogre Battle
5.	▼	Super Family Stadium 2
6.	—	StarFox
7.	▲	Pop 'n Twinbee
8.	▲	Super Mario Kart
9.	▼	The Great Battle 3
10.	*RE*	Final Fantasy V

The Japanese chart iskindly supplied by the Super Famicom Magazine

UK CHART

1.	*RE*	Super Mario Kart
2.	*NE*	Tiny Toons
3.	*NE*	World League Basketball
4.	▼	NHLPA Hockey
5.	—	Super Mario Paint
6.	*NE*	King Arthur's World
7.	*NE*	Wing Commander
8.	▼	PGA Tour Golf
9.	▼	Mickey's Magical Quest
10.	▼	Pugsley's Scavenger Hunt

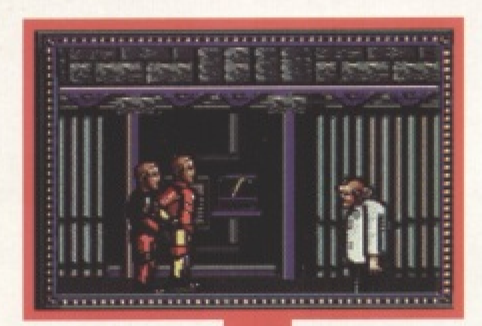
The UK chart iskindly supplied by Virgin Retail

US CHART

1.	*NE*	StarFox
2.	*NE*	Batman Returns
3.	*NE*	Fatal Fury
4.	▼	Street Fighter II
5.	▼	NBA Basketball
6.	▼	Super Mario Kart
7.	▼	Super Star Wars
8.	*NE*	Super Conflict
9.	▼	Tiny Toons
10.	*NE*	Cybernator

The Incredible

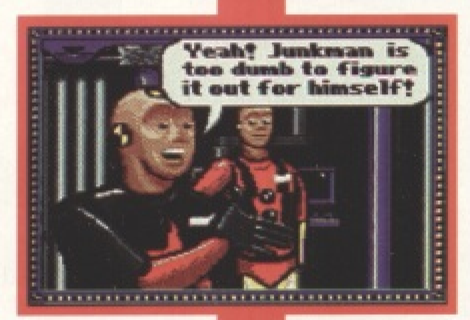














This summer, Crash Dummies explode onto the SNES in Acclaim's game of death-defying antics. Our exclusive preview takes an alternative look at GBH...

Smashing into cars and losing bodily parts may not sound an ideal lifestyle, but that's the daily agenda for Slick and Spin, two Crash Dummies who consider car accidents all in a day's work. But the plastic-headed duo's humdrum routine is about to change — big time!

If Slick collides with a hazard, a limb flies off — too many collisions leave him with just a bouncing torso.



Their lifelong friend Dr Zub, who has been developing the superhuman T9000 Crash Dummy torso, is kidnapped by the devious Junkman, a villain with a fetish for vehicles, blood and world domination. Zub is whisked off into the unknown, and Slick must rescue the doctor before Junkman can use the T9000 information to create his own indestructible army.

Clunk, click

Crash Dummies takes the familiar form of a platform/shoot-'em-up, with Slick facing baddies and obstacles as he seeks the captured Doc. Obstacles include mechanical cars, bomb-dropping toy planes, and enemy Crash Dummies.

If Slick collides with one of these hazards, a limb flies off — too many collisions leave him with just a bouncing torso, no use to man or dummy. Fortunately, missing limbs can be regained: collect the screwdrivers scattered around the playing area to replace the part which last fell off.

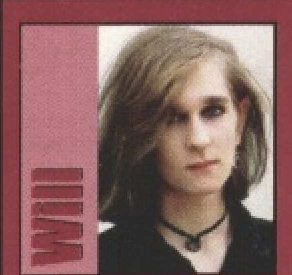
To incapacitate enemies, Slick can collect and throw spanners, or simply jump on his foes. But jumping often causes them to fling out debris, damaging Slick if he's in the way. Collecting Dummy stickers (a bit like nuclear warning signs) increases the score, and springs flick Slick up to platforms that look impossibly high.

Crash Dummies has been a huge success on other formats and could do the same on the SNES. Will it be a headless dummy, or a thunderous hit? ■





'A dumbfounding dummy run'



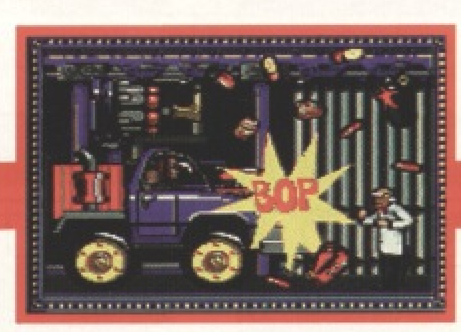
Will

Arms and legs flying in all directions, explosions erupting here, there and everywhere — this sounds like my kind of game.

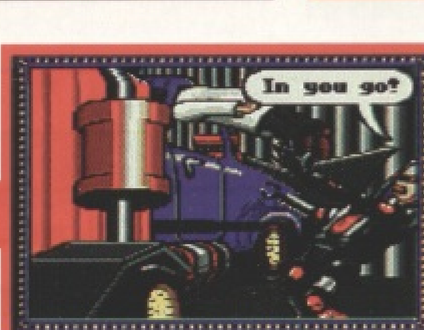
The playing areas are big, but not so huge that you lose all sense of direction. There's always a power-up nearby to get past the baddies; especially useful is the lightning icon, which sends Slick careering round the screen at impressive speed.

Crash Dummies does appear a bit tricky, but it's easy to get into the stride of things. Graphics are sploshed in colour and the scrolling's respectable enough; my only real criticism is that some screens appear empty at times. Still, there looks to be a decent amount of fun in *Crash Dummies*.





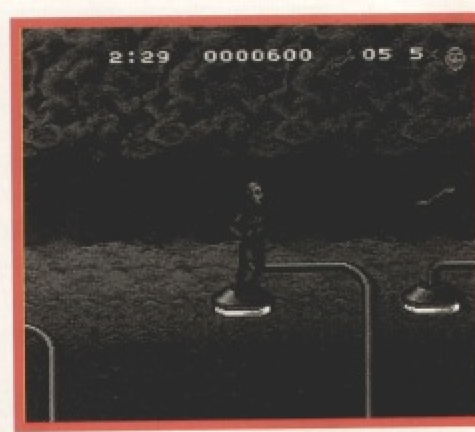




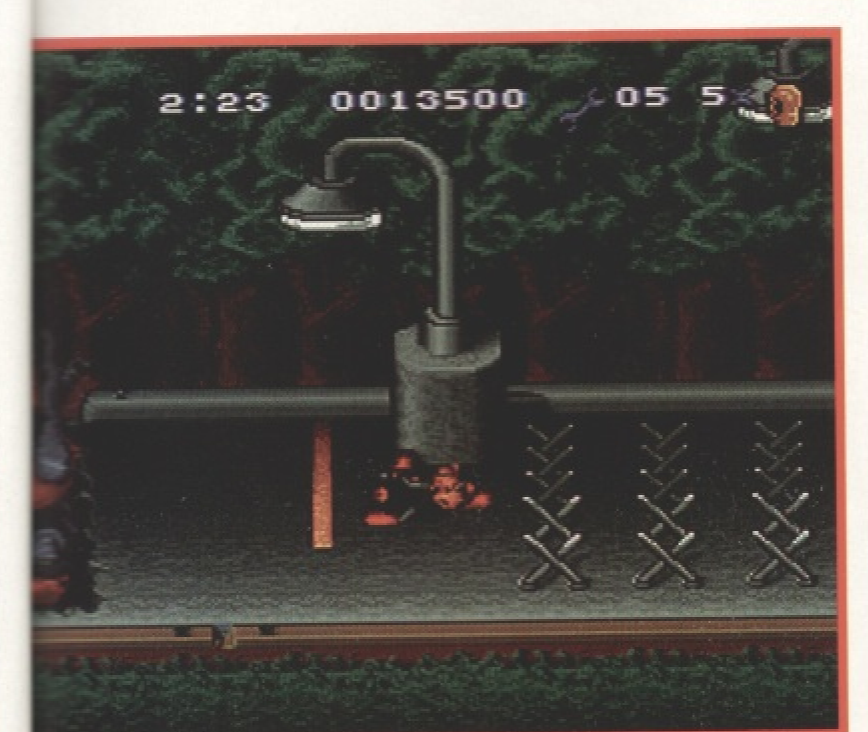


sh Dummies





WORK IN PROGRESS

























Give us a



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SNES FORCE
The bitch is back...
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Win an Alien!

break!

Slick and Spin, the incredible Crash Dummies, are on a tour of the UK in the wake of their fantastic new SNES game. We caught up with them in their brand-new tour bus — upside-down on a skid pan.

SNES FORCE: Gentlemen, sorry to interupt you in the middle of a relaxing 360-degree spin-and-roll, but could you answer a few questions for our readers and hold a copy of this mag at the same time?
Slick: Sure thing, that's an easy stunt.
Spin: Could you pass me my head before we start? Thanks.

SNES FORCE: How old are you, and where were you born?
Slick: We weren't born, we were made from renewable bits.
Spin: My fingers are only six months old, but parts of Slick's body are celebrating their 30th birthdays!

SNES FORCE: How did you become Crash Dummies? Where and in what vehicle was the first crash you ever had, and why?
Slick: We started off in a Youth Training Scheme. The first car we crashed was a Volvo. It fell out of a seven-storey building when Spin left the handbrake off.

SNES FORCE: What's the greatest thing about being a Crash Dummy?
Spin: Scaring people on the bus when we sit up front with the driver.

SNES FORCE: What's the most expensive car you've ever crashed?
Slick The cars we normally drive are special test cars, so they're not very expensive.
Spin: I once scraped the side of my auntie's Morris when I was backing it out of the garage, and then there was hell to pay!

SNES FORCE: Who is the most famous person you've ever performed stunts for?
Spin: As well as crashing cars we've done stunt work in Hollywood. We both doubled for Stallone in his new film *Coat Hanger*, and Slick doubled up for him in the love scenes too.
Slick: Not many people know it, but Spin did all Mickey Rourke's stunt drinking in *Barfly*.

SNES FORCE: Is there any stunt you wouldn't even consider?
Spin: Anything for Noel Edmonds!
Slick: No! Seriously, we'd never try to get nine items through the 'Eight items or less' queue in the supermarket.

SNES FORCE: What is your favourite Super Nintendo game?
Together: Our own of course, you dummy!



"Not many people know it, but Spin did all Mickey Rourke's stunt drinking in *Barfly*."

SNES FORCE: Who's the best player?
Spin: Kasparov, I'd say, although Nigel Short has played some great games recently.

SNES FORCE: What makes you really angry?
Slick: When I get bees inside my helmet.

SNES FORCE: Who do you admire most?
Slick: Other humanoids who are bald and proud — Telly Savalas, Duncan Goodhew…
Spin: And Tina Turner.

SNES FORCE: What are your ambitions?
Slick: World peace.
Spin: And an opportunity to run over Sonic the Hedgehog.

SNES FORCE: It must be pretty cold in the winter with no hair. Have you ever considered wearing wigs?
Slick: No, we're proud to be slapheads — we just wear hats.

SNES FORCE: What do you do for relaxation on the weekends?
Spin: Drink six pints of lubricant and try to chat up pinball machines.

SNES FORCE: Why aren't there any Crash Dummettes?
Slick: *Dummettes*? No female would be stupid enough to do this for a living.

SNES FORCE: If you had to have a massive pile-up, who would you most like to be in the passenger seat?
Slick: The work we do is far too dangerous for humans so it would have to be another dummy — Keith Chegwin, perhaps?

SNES FORCE: Spin, I can't help but notice you're devilishly handsome. Do you have a girlfriend?
Slick: That's an appalling chat-up line even for a journalist. No, we're too busy flying through windscreens for any stable long-term relationship.
Spin: Besides, we don't have any genitals.

SNES FORCE: Slick, what have you got to say to the girl in our design department who reckons Spin is cute and you look like 'a bald Action Man in a boiler suit'?
Slick: She needs glasses.
Spin: I'd take her out to lunch but I'm on a crash diet.

SNES FORCE: Although *Crash Dummies* is about having fun, road safety is a real issue. Is there anything you'd like to tell SNES FORCE readers?
Slick: All together now — don't be a dummy, buckle your safety belt.
Spin: Hey, 'SNES FORCE' — is that like an anagram, or what?

SNES FORCE: Why is it so important to buckle up seatbelts when driving? What have you got to say to people who don't wear seatbelts?
Slick: We get paid to be dummies. You don't. After all, you don't want to end up a windscreen sandwich! The only thing we have to say to humans who don't buckle up is: start now!
Spin: And if you don't, can I have your stereo when you're in hospital?

SNES FORCE: What can SNES FORCE do to help improve road safety?
Slick: Drive on the pavement. Ha ha, just our little Crash Dummy joke. Make sure everyone you ride with wears a seatbelt, whether it's your friends, your parents…
Spin: Or your parole officer.

SNES FORCE: What's the first thing you're doing to do when you get back to the USA?
Slick: Get detained at customs, probably. For some reason we always get picked out of the crowd.
Spin: Yeah, anyone would think we looked odd!

SNES FORCE: Do you wear underpants, and how much is your laundry bill?
Slick: Yes, we do. The machines in the laundrette cost £1.70 and the driers take 20p pieces. You normally need about five, so that works out at around £2.70. Including washing powder, I'd say about £3.50 a fortnight.

SNES FORCE: Thanks, guys, it's been real…err… real… umm… well, just real. Err… can we have our magazine back please? ■

Crash and Burn

Win one of 25 crazy Crash Dummy prizes!

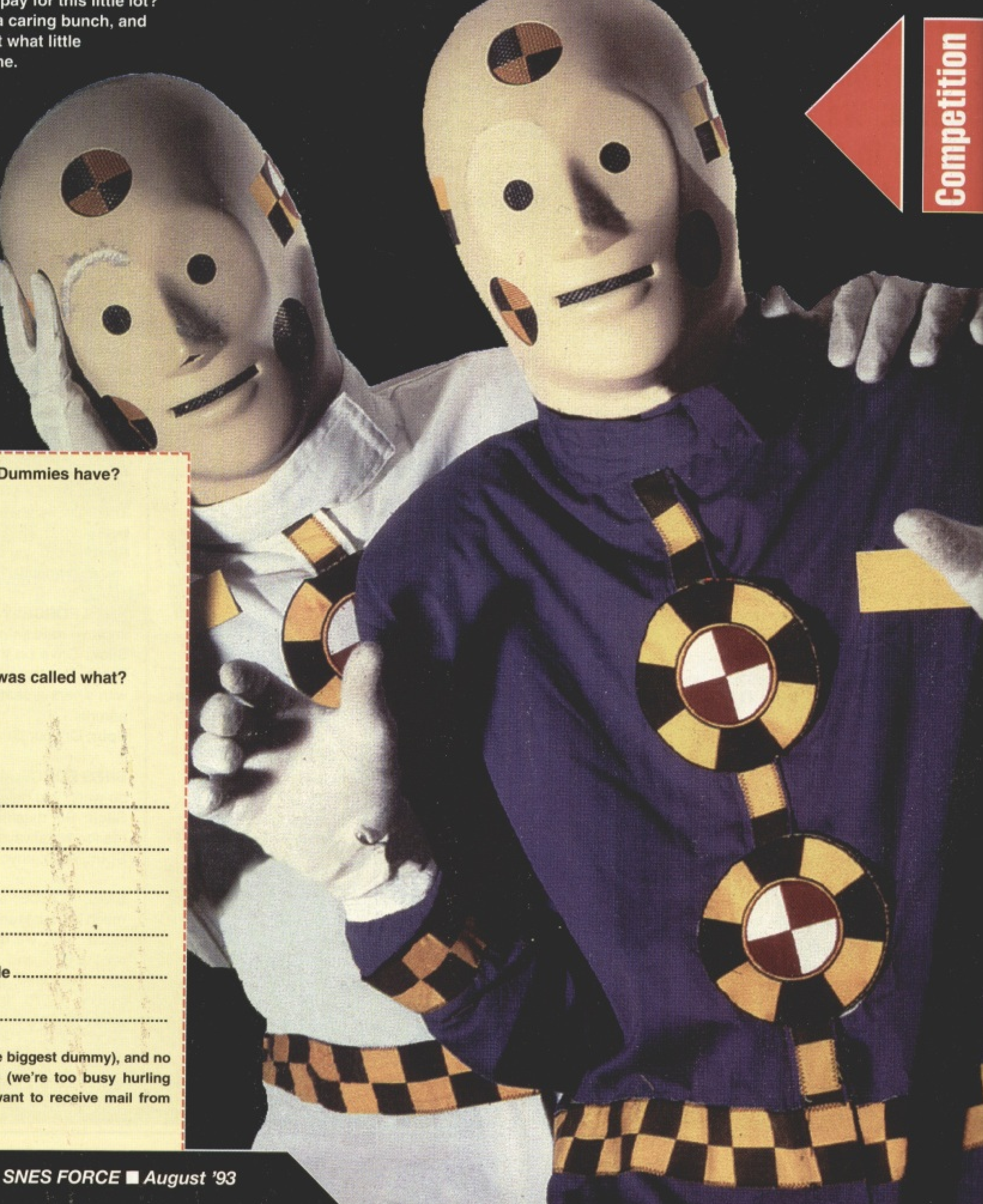
Competition

We all know to buckle up for safety, and what better way to remind us than the Crash Dummies figures and accessories? There's Spin, Slick, Spare Tire, Daryl, and Skid the Kid. And by the time you've run out of ideas for destroying them, you'll have saved enough for the Crash Dummies car. Slam this against a wall and witness what happens to *you* if you don't wear a seat belt!

Suppose you're gonna moan because you haven't enough in your piggy bank to pay for this little lot? Well, we at SNES FORCE are a caring bunch, and eternally grateful you've spent what little cash you have on our magazine. So we've managed to get our mitts on:

- **20 Crash Dummies figures**
- **5 Crash Dummies cars complete with figure**

Just answer the easy questions below and send 'em to: I'm No Dummy Compo, SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. The closing date is August 5.



1. How many pets do the Crash Dummies have?
a. One
b. Two
c. Four-and-a-half

2. Which Dummy is the oldest?
a. Slick
b. Spin
c. Jeremy Beadle

3. The first live dummy in a film was called what?
a. Dominik Diamond
b. Plucky 13
c. Lucky 13

Name ....

Address..

....

....

....Postcode ....

Age ....

The Editor's decision is final (he's the biggest dummy), and no correspondence will be entered into (we're too busy hurling automobiles at walls). If you don't want to receive mail from other companies, tick the box. ❒

THE QJ ProPad

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IT'S COOL...!

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
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- Slow motion
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- Rapid fire mode

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Super Putty

WORK IN PROGRESS

Who says fat, squashy globs of paste are boring? *Putty* stretches, mutates and bursts onto the SNES in an arcade/puzzle game with some incredible effects.

Putty Moon was a tranquil place, perfect for the peaceloving Puttians. To avoid fighting, they even constructed robots to protect their humble world. But trouble arrives in the form of Dazzledaze and he manages to disable most of the robots, sending some crazy, before starting on his money-making scheme — turning Puttians into bubblegum and selling them to children across the universe.

Changing form depends on a pliabilty meter which can be improved by absorbing fruit found on each level.

One heroic blob, Putty, eludes the fiendish felon because he's fast asleep. Realising what has happened to his fellow Puttians, he sets off to free them, but rather than tackling Dazzledaze and his forces alone, Putty decides to locate the Moon's guardian robots.

And that's where the player comes in, travelling across Putty Moon to find the robots and rescue your friends.

Changing times

Each part of the landscape is a different stage with a fixed number of robots. Once they're recovered, they can be transported to a safe zone and repaired there before Putty moves on to the next level. The ultimate goal is a distant skyscraper in which the entire Puttian population await their sticky fate.

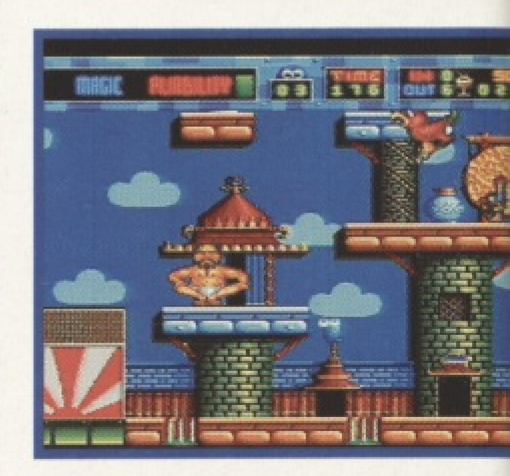
Opponents include monkeys, goblins and even terminator carrots, but unlike action heroes with big guns and even bigger muscles, Putty fights by transforming into different states. He can stretch, melt, inflate and explode, or transform into a rabbit or an electrified caterpillar. This is all very fancy, but when confronted by an enemy larger than himself, Putty has only one option — a good old-fashioned punch to the face.

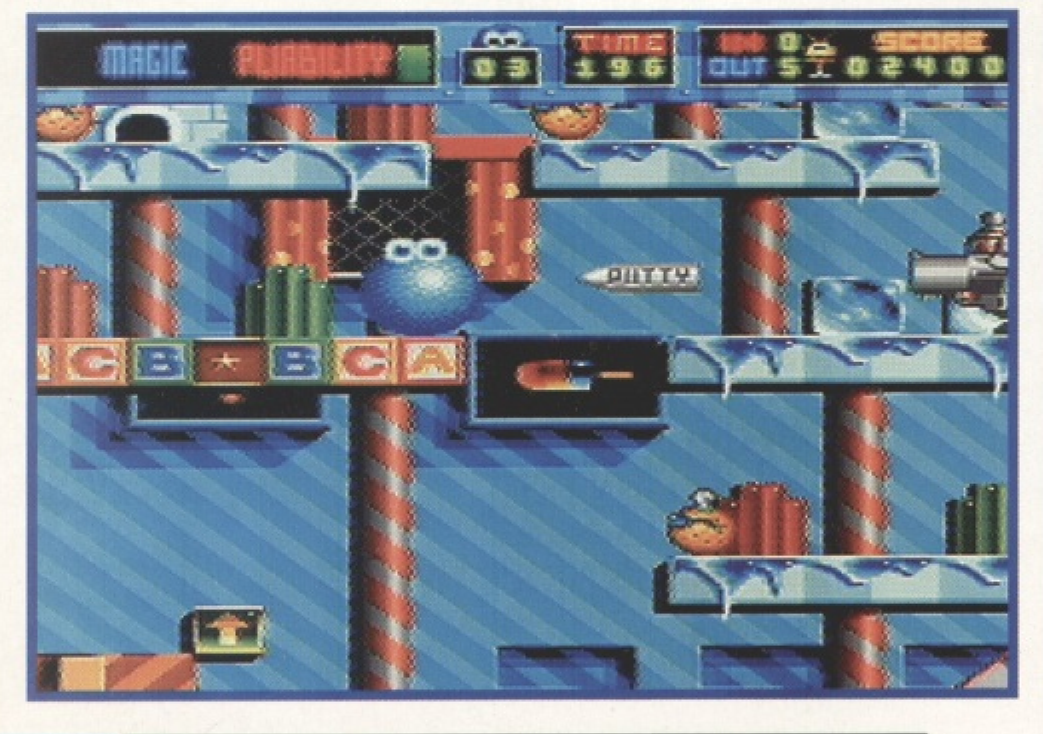
Changing form depends on the pliability meter, which restricts morphing when it's low. Pliability can be improved by absorbing the fruits found on each level. There's a time limit, so speed is of the essence, but all Putty's moves can be tried out in a training gym.

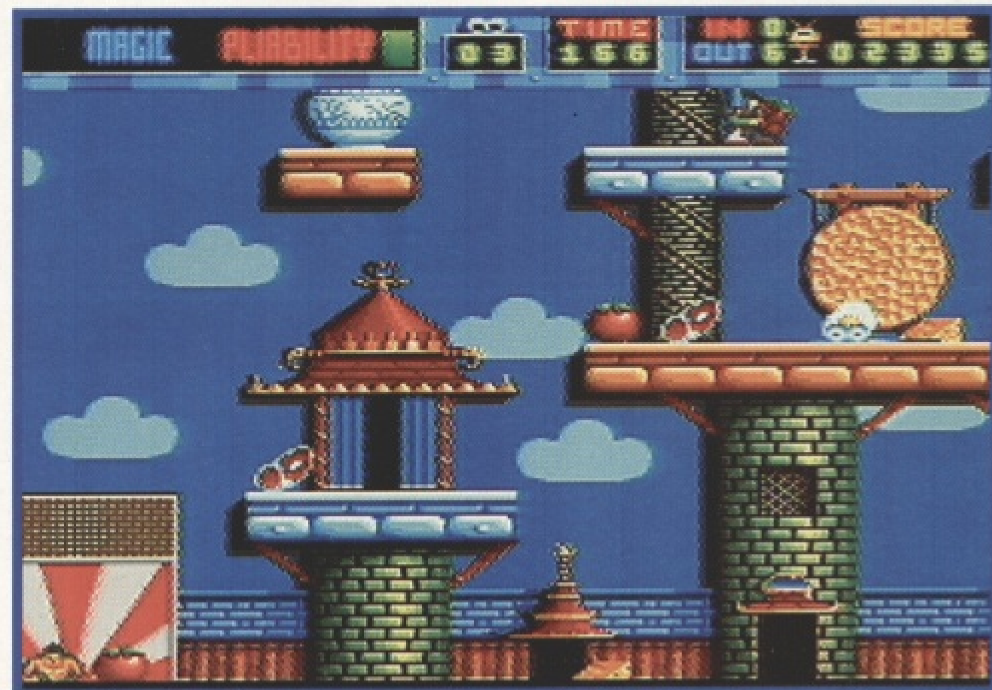
From what we've seen so far, *Putty* looks incredible. The transformations are superb, and coupled with exciting, challenging gameplay could provide the definitive puzzler. Look for the full SNES FORCE verdict in a review soon. ■

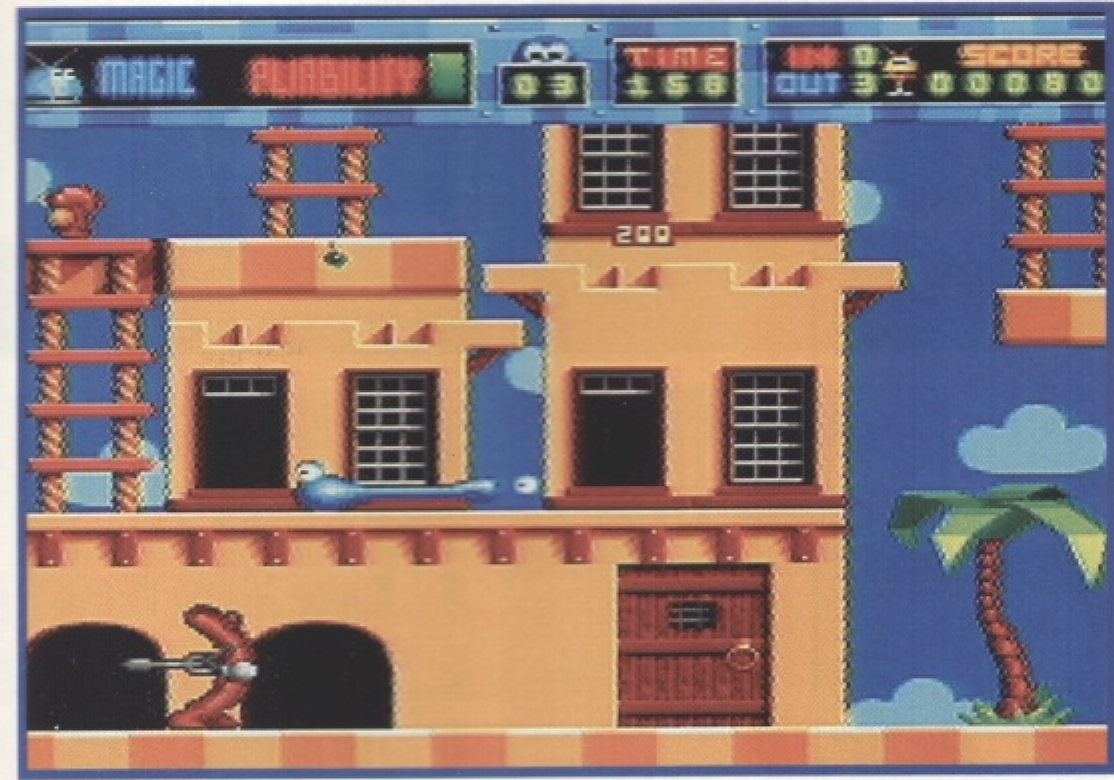


























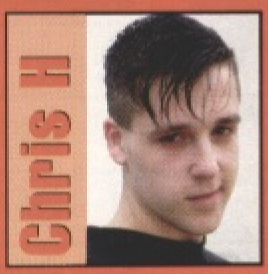








'Open your eyes for a real experience'



I've seen many games like *Super Putty* on various consoles and computers, but few are executed this well. In a strange way, the ball of putty resembles Morph, that transforming plasticine character who annoyed Tony Hart and lived in a pencil box. Though, I'm glad it has nothing to do with him — the last thing the SNES needs is a cameo appearance by Mr. Hart.

There's no shortage of colour. The entire game is sloshed in vibrant blends and eye-pleasing pigments — a royal day-trip for your retinas. Of course, the colour scheme isn't the only decent thing; the animation of Putty changing shape is excellent. There are many different states of matter for Putty to flex, inflate and roll his way through, encouraging exploration and commitment as you strive to see the repercussions of transforming.

Even though *Super Putty* isn't entirely original, it goes beyond many boundaries set by others in the 'change shape and explore' genre making it more challenging and adding greater lastability.

Many areas are just plain crazy. Several bad guys and creatures have to be seen to be believed. Beasts of all colours and degrees of cuteness fly, run, explode and perform other whacky physical feats.

With the addition of massive landscapes and an assortment of spectacular sights and sounds, *Super Putty* is the ultimate treat for your senses.

The Super LEAGUE

To help you instantly pinpoint the Super League rated games reviewed in this issue, we've highlighted them in red. Will *Mortal Kombat* knock *SFII Turbo* off the top? Can *Zelda* hold off *Shadowrun*? All is revealed next month.

Arcade

1 Ghouls'n Ghosts
2 Castlevania IV
3 Super Pang
4 Joe & Mac 2
5 Chuck Rock
6 Super Bomber Man
7 Taz-Mania
8 Super Adv. Island
9 Dragon's Lair
10 Joe & Mac

Adventure

1 Legend of Zelda
2 Shadowrun
3 Out of this World
4 Soul Blazer
5 Mystical Ninja
6 Drakkhen
7 Actraiser
8 Gods
9 Rocky and Pocky
10 Final Fantasy

Beat-'em-up

1 Street Fighter II Turbo
2 Street Fighter II
3 Final Fight
4 Ranma 1/2 Part II
5 Batman Returns
6 Rushing Beat Run
7 Super Double Dragon
8 Turtles IV
9 Tuff E Nuff
10 Fatal Fury

Platform

1 Super Mario World
2 Mickey's Magic Quest
3 The Addams Family
4 Tiny Toons Adventure
5 Prince of Persia
6 Smartball
7 Pugsley's Scav. Hunt
8 James Pond: Robocod
9 Hook
10 RR: Death Valley Rally

Puzzle

1 The Lost Vikings
2 Lemmings
3 Super Tetris/Bombliss
4 Krusty's Spr Funhouse
5 Push Over
6 Q*Bert
7 Spin Dizzy Worlds
8 Monopoly
9 Jeopardy
10 Wheel of Fortune

Shoot-'em-up

1 Alien³
2 Super Star Wars
3 Parodius
4 Cybernator
5 B.O.B.
6 Super Probotector
7 Pop 'n' Twinbee
8 Axelay
9 Starwing
10 Super Swiv

Sports

1 Super Mario Kart
2 Top Gear
3 Super NBA Basketball
4 John Maddens '93
5 Super Tennis
6 Striker
7 Super Soccer
8 Extra Innings Baseball
9 Exhaust Heat II
10 Royal Rumble

Strategy

1 Pilotwings
2 Desert Strike
3 Sim City
4 Populous
5 Super Strike Eagle
6 Mech Warrior
7 Sim Earth
8 Power Monger
9 Sky Mission
10 Super Battletank

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

...features the most informative reviews — first. Over the next 33 packed pages we've got everything needed to make you the most knowledgable SNES owner.



Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed

What the makers say
A chance for the people who produced and market the game to do a short sell to you

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full

Street Fight



Beat-'em-up

Producer .... Capcom
Supplier .... Capcom

Price £55
Status .... USA import

Players 2
Lives .... N/A
Continues .... Infinite
Extras .... none

What the makers say...

'With the success of *SFII*, with over six million units sold worldwide, we expect the *Street Fighter* phenomenon to continue.'
■ Laurie Thornton

Controls



	Weak punch
	Weak kick
	Medium punch
	Medium kick
L	Strong punch
R	Strong kick

First impression

"I'm a fighter not a talker but I can't wait to give Sagat my new Dragon Punch."

"The programmers could have taken these ridiculous ear muffs off my head!"

"Arooo! Frazzle, sizzle, frazzle. Blanka like *Turbo* Arooooo!"

First day score

Chris Level 2

FINISHED

***SFII Turbo* — is it really the best game ever, or just cashing in on a craze? We fly 4,000 miles to find out...**



The wait is over. *Street Fighter II Turbo* is ready and it's awesome. Forget the rumours: these are the facts. In Japan, where the game is released on July 10, it's called *Street Fighter II Turbo*, though its American name is a mouthful — *Street Fighter II Turbo Hyper Fighting*. US copies will be available in August, and official UK copies in time for Christmas.

The most important change is that you can now control the last four characters (Balrog, Vega, Sagat and Bison), giving a choice of 12 rather than eight fighters. The format is essentially the same, though you have to fight your clone in one-player mode. An option at the start of the game offers a choice of Championship Edition or Turbo Hyper Fighting; the latter has four speed settings and is harder.

To bring the game up to arcade quality, all the graphics have been redrawn. Colours, backgrounds and details have been improved and all the arcade animation frames used, so moves are slick and very, *very*, fast. All the special attacks from the arcade version are included, except Guile's jumping punch and Sagat's Tiger Knee.

Your move

Ken and Ryu have an extended-range Dragon Punch and a midair Hurricane Kick. Chun Li gets a Dhalsim-style fireball, Blanka now has a vertical Cannonball Attack, and Honda's flying headbutt is much quicker to charge up. Zangief is still... well, Zangief. The docile wrestler's Spinning Pile Driver is as deadly as ever and much easier to perform.

Guile's only improvement is a knee kick — Capcom feel he was too strong in the first version, so he has not been strengthened as much as the others. There's great news for Dhalsim fans, though: he can teleport across the screen giving him extra mobility.

Balrog's turning punch — the most powerful move in the game — has to be charged for five seconds but is devastating. Although he has a close-range headbutt, he's still very limited. For all-round ability, Vega is tough to match. His triple somersault attack and midair Barcelona Attack (no need for a fence) make him potentially the best. The strong, yet unwieldy, Sagat gains a shoulder throw, and players finally get to use Bison's vast array of moves, although his re-dizzy combo is missing, making him surprisingly weak.

What else is new?

All the sound effects and sampled speech from the arcade version have been included — right down to the elephant's trumpet in the Dhalsim stage — *and* they're in stereo. As Guile's Sonic Boom travels across the screen, the sound moves from speaker to speaker in a stunning effect.

You can now control the last four characters giving a choice of 12 rather than eight fighters.

A new game means a new set of clothes. Chun Li gets a fetching grey outfit and Guile a blue set of fatigues; Honda wears what can only be described as a pink tablecloth, and Zangief an electric-blue codpiece.

There's new endings too... but then that would be telling. ■



In Turbo edition, (below) Blanka's new vertical cannonball attack is ideal for countering Sagat's Tiger Uppercut.



Streetfighter II Turbo sceenshots have yellow borders.





Chun Li is a much improved character in *SFII Turbo*. Her high Spinning-Bird Kick (bottom picture) is perfect for knocking leaping characters out the air. Note the new night scene in the Ryu stage — the re-drawn backgrounds look brilliant.

er II Turbo









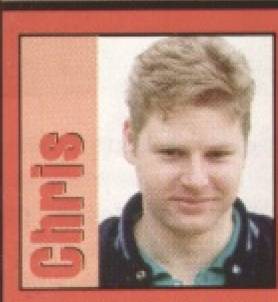
There are subtle differences bewtween the two games — note the new coloured cockpit and Air Force badge. Others are more obvious; Chun Li's fireball is a variation of Dhalsim's Yoga Flame.

Dhalsim meditates (directly above) before transporting across screen — ideal for catching slow fighters like Guile unaware. Note the new character in *Turbo*'s Brazil stage.




Ryu and Ken can now dodge fireballs using a high-flying Hurricane Kick. Their Dragon Punches also have a more effective range.

'The best ever'



Chris

Street Fighter II Turbo is the best video game ever. I know — I spent hour after hour playing it. I looked for faults, but apart from the two missing moves this is 20 megs of unbeatable arcade action. The original was 16 megs, which shows that *SFII* has been given a major overhaul rather a simple servicing.

The redrawn graphics are stunning. In Ryu's stage, set at night, the extra resolution and attention to detail are superb. The World Warriors have matured with age — Ryu's jawline is squarer and more jagged, and the previoulsy portly Honda ripples with muscles. Capcom make full use of the SNES palette of 32,768 colours, with 256 onscreen simultaneously — 192 more than in the Mega Drive *Championship Edition*.

The one-player game is virtually unchanged apart from an extra bonus screen — the barrel stage from the arcade version — and it's in two-player mode that *SFII Turbo* comes into its own. The speed is incredible, and although we played on SCART machines, even after the expected slowdown for PAL it will be lightning fast. This completely changes gameplay, as combinations, rather than single blows, are the key to victory.

Of course, the improvements come at a price — we're told the game will cost around £55 when it's released in Japan, though importers are sure to charge much more. But it's worth it, even if you have the original: playability is superb and the addition of the four boss characters opens up a new spectrum of moves and battles. Increased difficulty setting, alternative endings, enhanced graphics, turbo speed and four brilliant characters to master... the best just got better.

96%

Final analysis



"So much for my Dragon Punch. No-one told me about Sagat's new throw. Oh well, back to the waterfall."



"A broken nose, laddered tights and ruined make-up — that's the last time I go three falls with Roseanne Barr."

"Arooo! fizz, phut, phut, smoulder, frazzle — I knew I should have paid the electricity bill!"

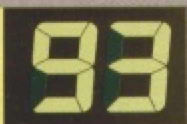
Final day score

Chris — Level 3

FINISHED



The best beat-'em-up ever, and possibly the greatest game of all time. Superb playing speed and graphics leave the field a long way behind.

Sound

93

The sampled speech and stereo sounds create a brilliant atmosphere.

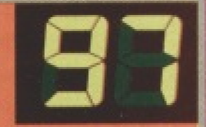
Graphics

96

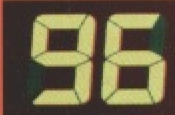
Arcade-perfect, they've been redrawn from scratch and look amazing.

Playability
96

Extra speed gets the adrenalin pumping like never before.

Lastability

97

With four new characters and more special moves, you'll be playing for years to come.

Force factor

96

A virtually perfect arcade conversion, visually stunning and enthralling— probably the greatest game ever.



Sport

Producer........Elite
Supplier........Elite

Price........£39.99
Status........Official UK release

Players........2
Lives........N/A
Continues........Infinite
Extras........Instant Replay

What the makers say...

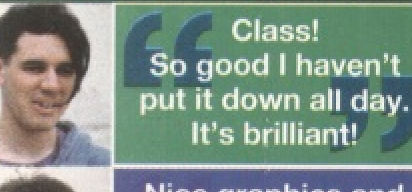
"It appears to be a universal requirement of all SNES owners. A quality football title is imperative. *Striker*... accept no substitute."
■ Dene Landucci

Controls



Green button	Pass, head, overhead
Yellow button	Shoot or big kick
Blue button	Nothing
Orange button	Auto pass
L	Nothing
R	Nothing

First impression



"Class! So good I haven't put it down all day. It's brilliant!"

Nice graphics and sound. Fast-paced action and loads of options.

Well... it looks like other football games but it's faster than most.

First day score

Charlie wins Special Cup

2-1

The roar of the crowd echoes around the stadium as the teams emerge from the tunnel. A nation's hopes lie on the muscular shoulders of one man — the striker.



Review action using the replay. The frame advance allows step-by-step reconstruction of seven seconds of play.

Strik

Many have dreamed about scoring the winning goal in a cup final but for most that prospect is about as likely as Accrington Stanley getting into the Premier League — until now. *Striker*, a frantic soccer sim from Elite and developers Rage, gives you the chance to play alongside football's biggest names.

The road to glory can take many forms — friendly games, tournaments, indoor six-a-side league or knockout. There are 64 international squads, allowing fascinating matches such as the Faeroes against Malawi — the Faeroes are so short of players they've got two sheep on the subs' bench!

Action replay reviews up to seven seconds — perfect for disputed goals or taunting opponents

You can create squads and tailor players' abilities — such as kicking power, stamina and aftertouch (swerve) — as well as attributes such as player names and strip design. Goalkeepers are controlled manually or automatically and outfield players either partially or completely. Whether you play against the computer or another player, only the best will win.

Let's get friendly

Once you've selected a team, pick one of five game styles. Friendly is a standard one- or two-player match against the computer or a friend. The one-player Super Cup is a seven-round knockout tournament against increasingly tougher opponents. Winning the Super Cup automatically enters you for the Special Cup — a mini-league against the Elite and Rage squads. Beating computer opponents in a 'round-robin' competition is the aim of World Knockout. Consistency is the crucial factor in the World League, as up to 16 teams play each other twice. Leave the pitch and travel indoors for six-a-side friendly, league, knockout or Super Cup. Each game is played the same as its outdoor counterpart but you don't get muddy.

Wembley way

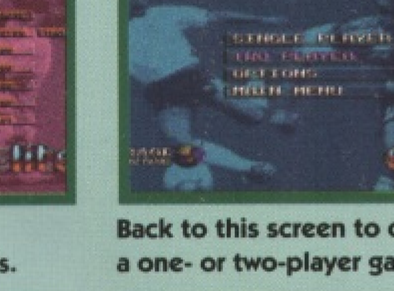
Striker's **option screens can be daunting. This guide takes the away the confusion.**


Begin by choosing a friendly game from the selection screen.


Before going into the action customise game settings.


Play new FIFA rules to stop the boring backpass.

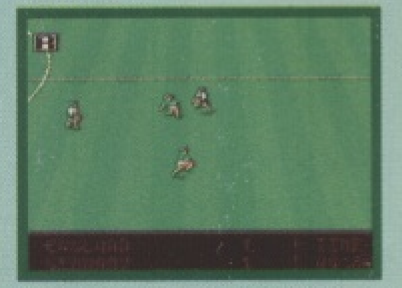

Boost weak teams by changing attribute levels.


Back to this screen to choose a one- or two-player game.

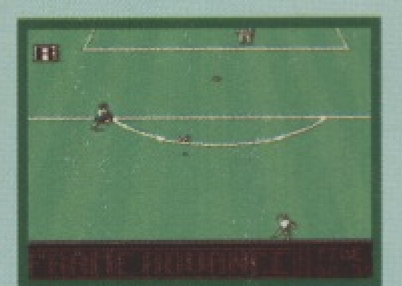

Select one of the 64 teams — England vs Germany.


View players' attributes and choose the starting eleven.


Decide on formation and strategy then take the field.

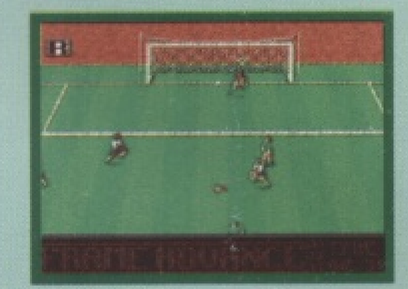

England (in white) get the ball from the kick off...


...Gazza looks up, spots an open man and passes.


David Platt picks the ball up just outside the box...


...that's a beautiful pass to the England striker.


He controls the ball, turns and lets fly a screaming shot.


The keeper dives valiantly but it's too late. 1-0 to England.


The post-match stats show the story of English dominance.

er

Strategy is vital. Each squad features 16 players — decide which 11 make the first team and banish the rest to the subs' bench. There are eight formations, ranging from a wary sweeper system to an aggressive 2-3-5, and six strategies: normal, open play, defensive, cautious, breakaway and attack. Formations and strategies can be changed mid-game so Italy can do their trick of scoring a goal then putting ten players in defence.

The onfield action uses the 'glue-foot' rather than the *Kick Off* system. When dribbling the ball sticks to your boot so you're not embarrassed by turning and leaving it behind. There are the usual manual and automatic passes plus spectacular overhead kicks and diving headers. For the skilful, aftertouch is included — ideal for curling shots John Barnes-style.

Was it offside? A penalty? Action replay reviews up to seven seconds of play — perfect for disputed goals or taunting your opponent.

Lace up your boots, strap on the shinpads and get out there — your country needs you. ■

'A dream come true'


Chris

Never, repeat never, have I seen a soccer sim this fast. From the second the sampled whistle blows you're engulfed in a tidal wave of action. The gang at Elite and Rage love football and it shows — attention to detail is unsurpassed. From the fluid motion on throw-ins to the silky animation as the goalkeeper pounces across the goalmouth, each minute detail adds realism.

The sprites aren't big, but what they lack in size and definition they make up for in speed — even Tony Adams moves like a gazelle! Controls aren't as easy as in *Super Soccer* but there's more scope for stringing spectacular passes together and making your opponent suffer by replaying them.

The only problem lies with the difficulty setting. Winning the Special Cup — as England — took only two attempts and Charlie finished it first time with Argentina. Add extra lastability by handicapping yourself as one of the 62 less gifted teams.

Striker is more than just the most comprehensive soccer sim to date, it's a dream come true. Gazza hits a probing pass down the left flank, Shearer whips in a perfect cross and there I am, right on cue, with a diving header that blasts into the top corner. *Striker* is a winner.

88%



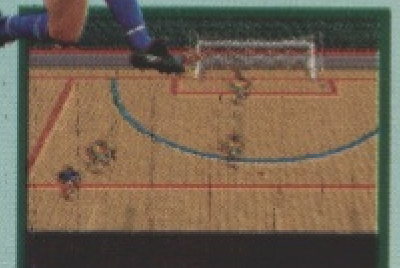
Left: design your own strip in the kit edit screen.



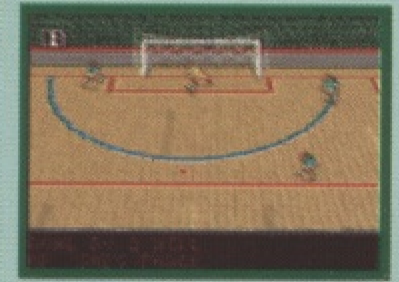
Right: Auto keepers save most shots but the manual option allows more control.

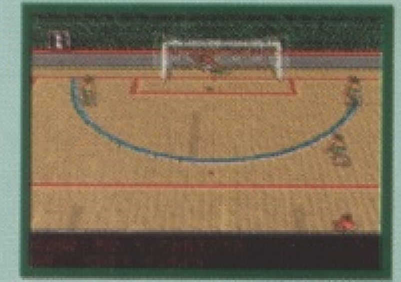
Six shooter!

Join the action as the legendary SNES FORCE six-a-side soccer team take on the world.

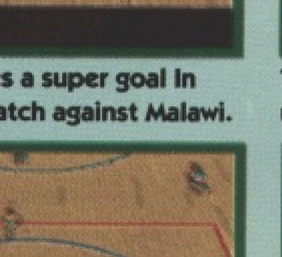

Chris scores a super goal in the first match against Malawi.


The second game is close until Carl converts a penalty.

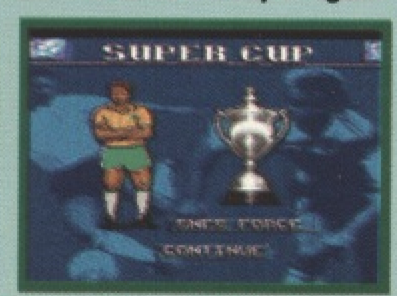

Simon plays brilliantly in goal. Here he saves the day — again.


Good team work and scoring see off the Irish challenge.


Passage to the final is secured when Chike scores.


Although Germany score first, SNES FORCE equalize...


then a last minute penalty — the tension is unbearable.

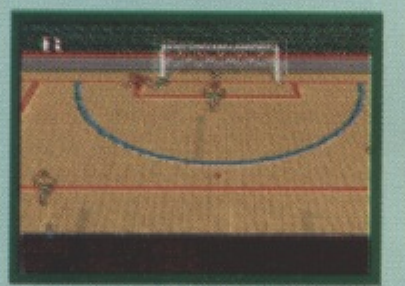


Chris scores and SNES FORCE are Super Cup champs.

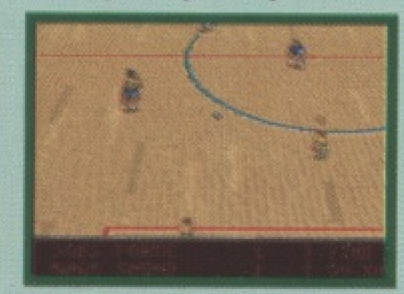


Now there's a bonus league against Rage and Elite.


Elite (the Software company) try their best to spoil play.


Despite the dirty tactics Will scores late in the game.


Rage (the game's programmers) are a really tough challenge.

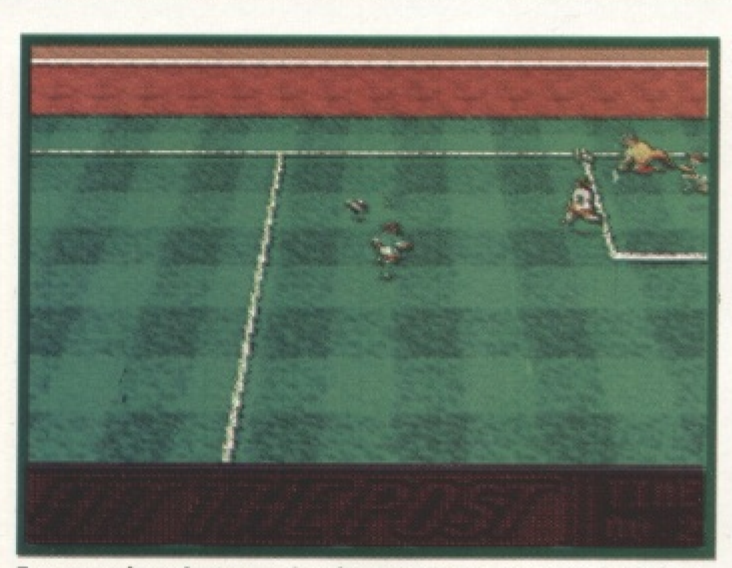

Their skill and dedication can't match SNES FORCE's though.



A look at the final standings and there's only one winner.



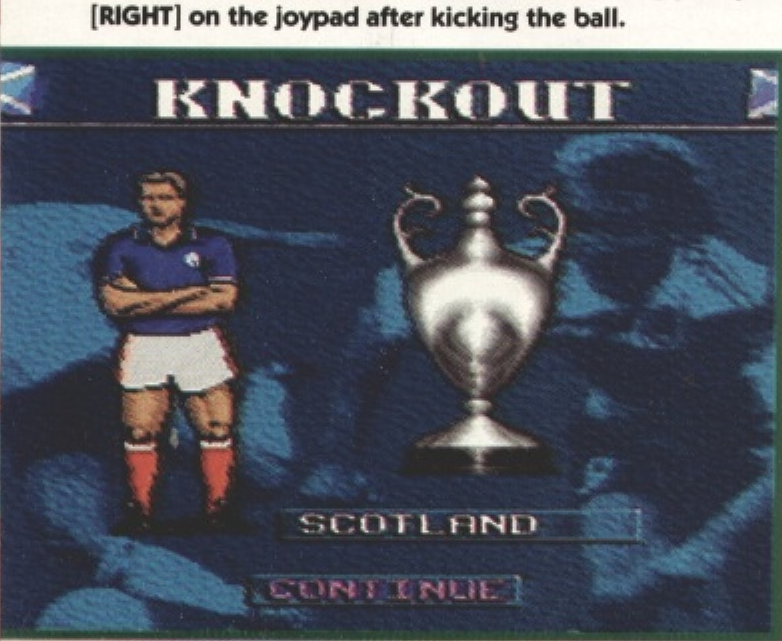
After winning the Special Cup sit back and bask in the glory.


For swerving shots apply aftertouch by pressing [LEFT] or [RIGHT] on the joypad after kicking the ball.



The best place to shoot from is just inside the penalty area at 45 degree angle.

What a disaster! Beginners should choose the auto keeper as it's easy to make mistakes with the manual goalie.



Football fanatics will recognise the digitised players in the background. Rudi Voller of Germany is on the right.



In true football tradition, the referee's eyesight is as clear as the M25 on a Monday morning.

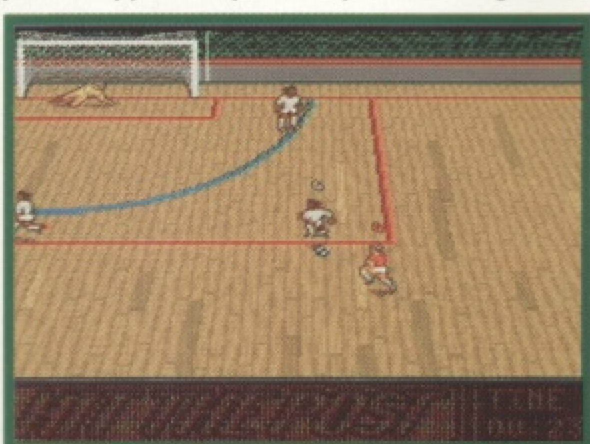


Give weak teams a boost by upgrading players' attributes on this options screen


Foul! Free kicks just outside the area provide a perfect opportunity to test your shooting skills.

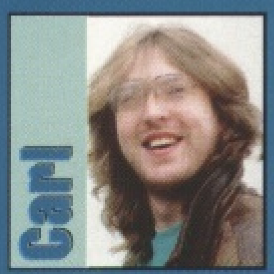


In indoor six-a-side the goalkeeper must stay within the blue semi-circle.



An effective tactic is to aim for the post, then hammer the rebound past the diving goalkeeper.

'Perfect in two-player mode'

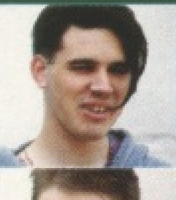

Carl

Few things raise anticipation in the office like a new footie game. But nothing could have prepared us for this spectacular simulation. The music evokes Roy of the Rovers, Stanley Mathews and 'Nobbie Steelies'. The front-end option menus are vast — better even than the variety offered by *Super Kick Off*. Not only do you get to choose from the world's best and worst teams (I never knew Bolivia had a football team), but each individual's 11 attributes can be altered — so if you really think Tony Adams should be able to run faster than a one-legged camel it's within your power. Seven factors govern the length of the game and condition of the pitch, each with up to five settings, giving a mind-boggling number of permutations. Once you've chosen your team and set the playing conditions, hang on to your hat — this is fast!

I've never seen a football game faster and it's so easy to control, although specialist moves take time to master. The skill level is perfect in two-player mode, with aftertouch and a degree of 'glue-boot' that eradicates the quick-turn-lost-ball syndrome of lesser footie games. Against the CPU it's a little too easy, but take on a friend and it's solid. *Striker* is the best soccer game on the market and it's my bet that it'll stay that way for a long time — away the lads!

90%

Final analysis

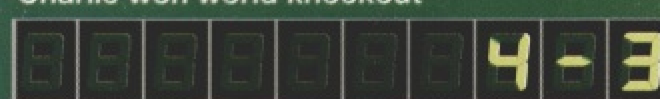

"Just not challenging enough. I beat every team easily and I've got two left feet — with corns!"

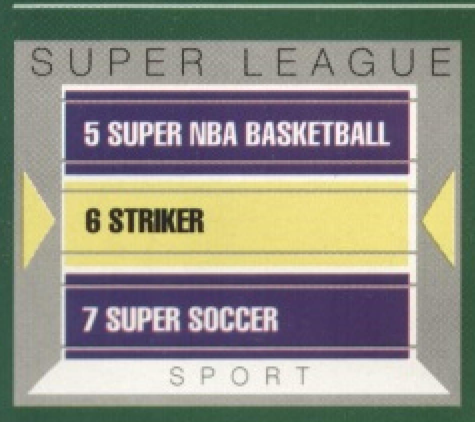

"Once you find the sweet spot, scoring past the auto goalkeeper is a piece of cake."


"I'm not a big football fan but this has got to be better than standing out in the rain for 90 minutes."

Final day score

Charlie won world knockout





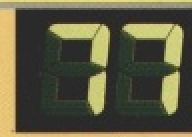
Although we all agree *Super Soccer*'s graphics are better than *Striker*, it just can't match it in terms of playability and lastability.

Sound


75

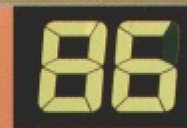
An invigorating brass band-style intro theme but no spectacular sampled speech

Graphics


77

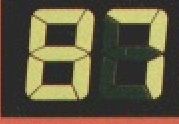
Small sprites but a good variety of playing surfaces. No Mode 7 put the perspective works very well.

Playability


86

Fast, responsive and easily customised controls. Plenty of scope for different passes and shots.

Lastability


87

64 international teams, indoor and outdoor games, eleven- or six-a-side and a variety of competitions.

Force factor

Its wealth of options in one-player mode make Striker the best Super Nintendo soccer game to date.


82



Adv/RPG

Producer............Data East
Supplier............Data East

Price............£39.99
Status.......Official UK release

Players............1
Lives............1
Continues............None
Extras.......Save-game option

What the makers say...

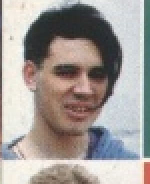
"*ShadowRun* is more than a game, it's a new world where anything can happen —and it usually does. Dying has never been such fun!"
■ Clare Edgeley

Controls



Green button	Inventory
Yellow button	Select mode
Blue button	Use spell
Red button	Fire weapon
L	Select mode on
R	Select mode off

First impression


Different, large and complex — this looks to be a massive challenge.


Can't say much till I've seen more of the puzzles — nice graphics and tunes.


Massive adventure with in-depth gameplay and challenge.

First day score

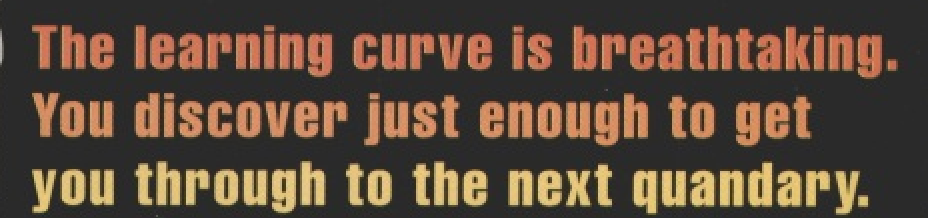
Will Reached arena

Shadow

SNES FORCE **Smash!**

Prepare for a journey beyond the grave to a world where life and death become one. Where people live in eternal fear of the low-life scum known as the runners.

Midnight on Tenth Street in an American city, and two morgue attendants are putting the last body of the night to bed. As they close the lid on the slab, they remark that this stiff 'don't look too dead'. Moments later the casket labelled 'Armitage, J.' slides open from the inside and a corpse tumbles stiffly out. It lurches to the post-mortem tray, picks up a scalpel, and stiltedly opens the door to the main office.



Jake Armitage, risen from the grave, flexes still-stiff muscles and strolls into the night.

Shady guys

There are hundreds of characters to meet in *Shadowrun*. Though we can't give too much away and spoil the game here's a few.


The morticians: these two unsuspecting guys deliver Armitage to the morgue — not a place you want to stay too long at.


The First Punk: 'Whoah, you should be dead, man!' This street scum knows who you are, which is more than you do.


A Busy Man: these stuffed shirts are all off to their office jobs. Trying to get info out of these guys is like getting blood out of a stone.

Another Busy Man: a religious freak lurks among the yuppies. Don't let his beliefs put you off though — he can be helpful.


The Dog: The sweet little doggie is trapped behind the gate. Rescuing could be well worth your while.



Life's tough when you're a wanted man. Beware of snipers taking pot shots at you from tall buildings.

That is the first 60 seconds of Data East's immense strategy epic *Shadowrun*. The player controls Jake Armitage, making his undead way through the decaying metropolis of the not-too-distant future. The Japanese have taken over but then abandoned America, leaving it with Nuyen (new-yen) for currency and some bizarre street slang.

Aging microchip computer technology and rediscovered magic vie for control over the scattered populace, and massive corrupt businesses hire Shadowrunners to do their dirty work. The Runners, as they're known, are the scourge of decent citizens, society's washed-up scum who just don't care any more. They make runs for the corporations as couriers with vital information, fending off the hitmen and fellow runners out to stop them. Life is cheap for them.

Jack and Decker

Before becoming a runner Jake was a decker — a computer hacker with a 'datajack' implanted in his brain. The object of the game doesn't become clear for some time, but a gang member informs Jake straight away that he died on a run, and the vital information he was carrying is still stored in his head-computer.

As a decker, he can infiltrate systems and walk around computer networks, using combat software to dispatch guards and get to vital files.

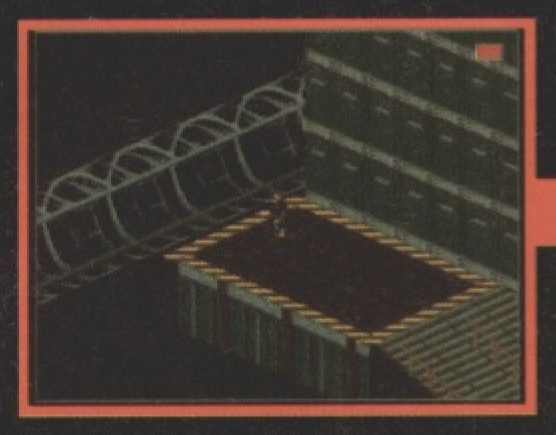
Jake has an inventory of items collected, weapons, armour, and the potential to cast spells. He can talk to most anyone, and accumulates a list of useful keywords to bring up in conversation, which appear in bold type.

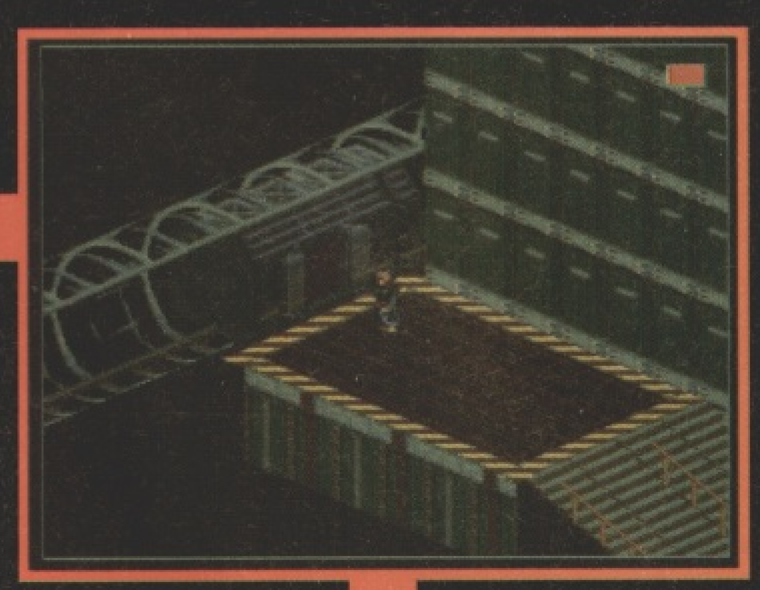
Fight sequences are handled by selecting a weapon, training crosshairs on whoever's firing at you, and filling 'em full of lead. When a victim is hit, a number indicating the damage inflicted floats up from them.

Guns for hire

Dotted around bars and pick-up joints are people with information (sometimes at a price) and mercenaries for

run





Waiting on the platform (above) for the downtrain train.
At last, the train pulls up (right). Hop on and you get a lovely journey sequence.





Aim gunfire by moving the crosshairs onto the target.



Once aboard the train an animated sequence shows the journey to the city.



This woman is on her way to the club and invites Jake along. Unfortunately, he hasn't got a ticket.



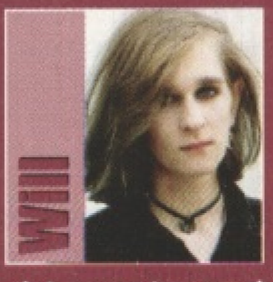
Stock up on vital firearms at Mad Dwarf's Weapons Emporium.

hire. Deckers complete computer sections for you, shadowrunners watch your back, magicians can help out in a fight and heal you afterwards, all for a hefty price. Once hired, they follow you around until they feel they've earned their money, but the time they stay can be increased by piling Karma points onto your charisma.

Karma points are accumulated after winning street battles and can be used to increase any skills, from strength and constitution to magic ability, charisma and spell strength. Karma is used up when Jake sleeps, either in his apartment or a hotel room, where he can also save his progress.

There are innumerable puzzles, characters, and subplots taking you into the shady side of corporate intrigue and street gangs. *Shadowrun* is a humongous game and one that will not be completed quickly. Look out *Zelda* there's a new challenger to the Adventure/RPG throne.

'My all-time favourite!'



Will

The graphics are moody and detailed, the sonics fast, furious and always in keeping with what's happening onscreen. But these are mere peripherals — *Shadowrun*'s addictive appeal lies in the unfolding of the plot and the uncovering of new facts.

Presentation is excellent. The inventory and skills lists are easy to access and remember; it's great to see a strategy game where everything is polished and professional, with *no* irritating quirks.

The learning curve is breathtaking, too: you discover sections of plot, never too much, always just enough to get you to the next quandary. And they're all logical — *Shadowrun* never relies on meaningless puzzles to maintain the difficulty.

For example, chat to the barman in Jake's local. He offers you 'the usual' and produce an iced tea. Even though the patron in the corner says he's too tired to chat, give him the iced tea and he says 'cheers, chummer, my favourite too' and talks to you.

Vampires, elves, orcs, dwarves, shape-shifters, spirits, this cart's got the lot. *Shadowrun* is my all-time favourite game, better than *Alien 3*, *Zelda* or even *Street Fighter II*. Cheers, chummer, I'm hooked! Now, how do I get rid of those damn mermaids...

94%



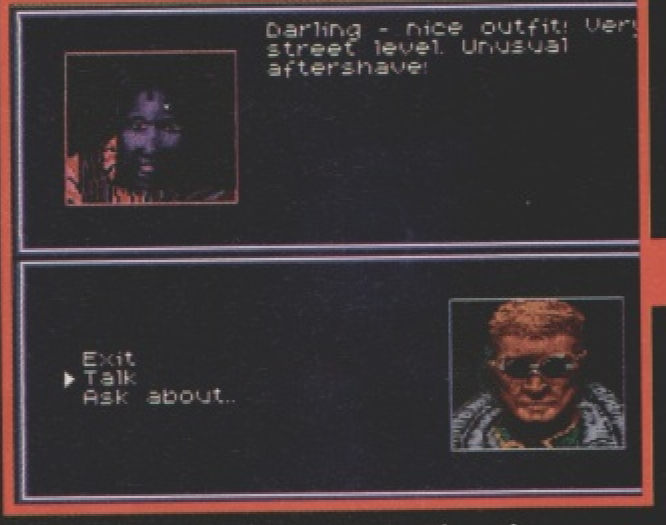
The bar is an excellent place for meeting people and getting valuable information.



'Spugface? That's it, your girlfriend's a dog and your mates all wear anoraks!'



It's a good job the landlord doesn't mind gunfights in his gaff.



To talk, simply select the command from the menu.



This is one of the more hostile bars. What a jerk!



Since when do they serve iced tea in pubs?



Jake's flat. Taking a quick nap after a fight uses up any karma points won.



Typical, a surly secretary and a head honcho who's always 'in a meeting'.

'Blade Runner but better'



No beating around the bush, this is the best adventure game I've played on a console by a long chalk. The brooding *Blade Runner* atmosphere transfers perfectly, you can practically smell the urban decay of post-apocolypse, Japanese-controlled Manhattan. The isometric-full action playing area is huge imparting a very real sense of you being just a small cog in the machine. From the start you're confronted with problems and puzzles of staggering complexity — you don't even know your name. A bewildering array of plots and subplots are cunningly woven together to form a rich, detailed scenario. You start with nothing — by the end of the game you must know everything.

As you progress through the streets of Posh town and the moldering alleys and tenements of Dirty town, you discover yourself, your memories, friends and enemies — plenty of the latter. Conversation is carried out by the clever use of key-words, for example if you talk to someone and their conversation text contains a word all in capitals it's added to your vocabulary, and ANYONE met subsequently can be asked about that word — and that's a hell of a lot of people.

Gameplay is fairly free-flow and most of the puzzles can be tackled in any order, but there are several pivotal encounters in the game. To access the next playing area or game location, you must possess a certain number of items and key-words and use them in a specific sequence. There are a few clues to what these vital elements are — but you have to find them first! A good rule of thumb in *Shadow Run* is talk to everyone and when you have — do it again. In short it's a dynamic synergy of myth, magic, discovery and raw fear. Better than *Zelda* and my tip for game of the year — get a date with fate — get *Shadow Run*.

94%



The Inventory screen, where you access any objects Jake's carrying.



Cast spells, select weapons, slip into some armour and check your stats.



Jake holds his hand aloft and powers up a fireball spell.

Welcome to Hell

The game's early action takes place in downtown Seattle. Finding your way with out a map is very difficult, so to help you find your feet here's a quick guide to the most prominent landmarks.



Tenth Street, location of the morgue, is also Armitage's old neighbourhood.



The underground is a spooky place, though there's plenty of *spirit* (spot the hint…).



The nicer end of town is clean, tidy and respectable.



Posh Town doesn't have pubs or clubs, but here's the local wine bar.



The slum, decrepit and sleazy, has the best little shops, full of interesting bargains.



The rundown old station. Note the two street kids lurking by the lamppost.



Jake continues to try and get into the club but without a ticket he's wasting his time.



Hack into the computer on the floor below to gain access to the elevator and the next floor.

Final analysis



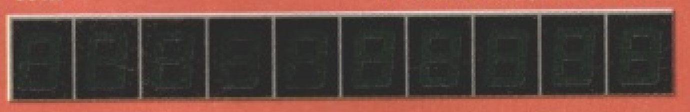
"I didn't enjoty it as much as the others. Very different, but it might prove too frustrating for many."

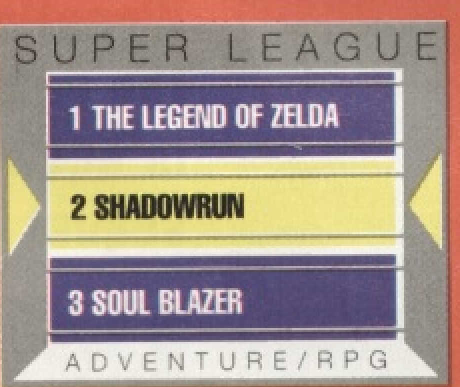
"I can see the appeal but it's not really my type of game. It's like a gothic version of *The Legend of Zelda*."

"The playing area is huge — this could well be as good as *Zelda*, although I haven't finished it yet."

Final day score

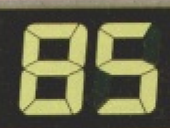
Will — Reached Mermaids





Shadowrun pushes *Zelda* all the way for the number one position but its slightly weaker graphics and sound leave it a very close second.

Sound



Fast, atmospheric tunes and cool spot FX set the scene well.

Graphics



Small and sketchy sprites but impressive intro screens and gorgeous interval sequences.

Playability 95

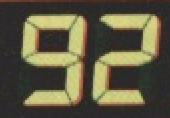
Incredibly addictive. You're hooked from the minute you start playing.

Lastability 95

Punishing but logical puzzles keep you racking your brains for an eternity.

Force factor

Shadowrun goes beyond superb. Its superb playability pushes Zelda for the tiltle of best Adventure/RPG ever.





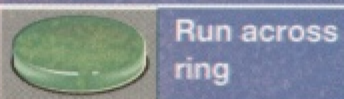
Sports

Producer	*Acclaim*
Supplier	*Acclaim*
Price	*£39.99*
Status	*Official UK release*
Players	*2*
Lives	*N/A*
Continues	*N/A*
Extras	*None*

What the makers say...

"No ref, no rules, no holds-barred in this first ever 16-meg wrestling game. More star names, more special moves. Let's Rumble!"
■ Alison Cressley

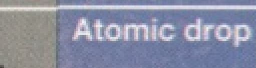
Controls

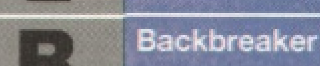

Run across ring


Bodyslam/ elbow drop

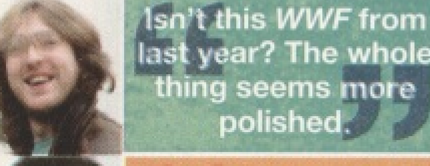

Suplex/grab opponent


Headbutt/ stomp


L — Atomic drop


R — Backbreaker

First impression



Isn't this *WWF* from last year? The whole thing seems more polished.

An updated version of *WWF*. Pity they haven't got rid of all the button bashing.

This looks just like the first *WWF* but a little more detailed. I hope it plays better.

First day score

Simon won on level 10

FINISHED

Royal Rumble

Wrestlers leave the ring and the rules go out the window in Acclaim's hard-hitting sequel to *WWF*.

In just a few years the stars of the peculiarly American sport World Wrestling Foundation (WWF) have invaded Britain, and its promoters flooded us with merchandise. *Royal Rumble* is the latest in a line of games based on WWF released on virtually all formats, and the second for SNES.

WWF Superstars, a similar game, met with a mixed reception on its release in 1991. But *Royal Rumble*'s greater memory size — a massive 16 meg — means more wrestlers than before. Mr Perfect, Crush, Bret 'Hit Man' Hart and — everyone's favourite — The Undertaker are a few of the heavyweights raring to rassle. Each has special moves, deadly when an opponent is dazed or low on energy.

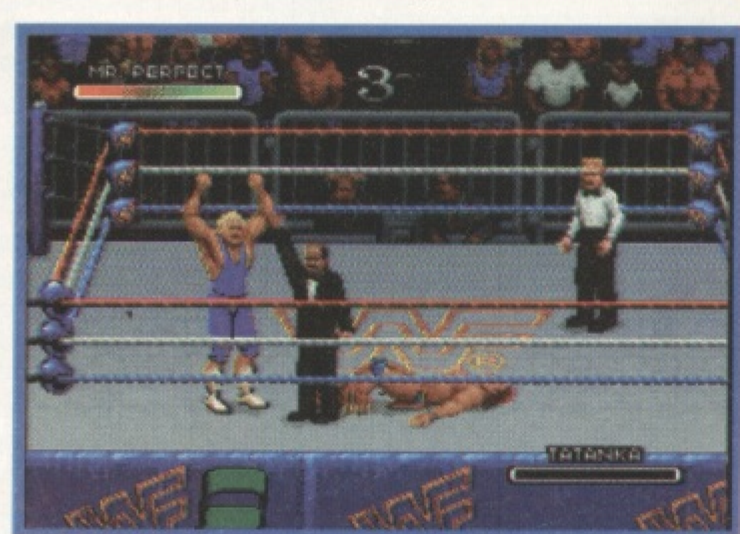
A tournament mode has been added, rectifying one of the major criticisms of the first game.

In another improvement, *Royal Rumble* uses all the SNES's six control buttons, putting a greater variety of moves at your disposal. Otherwise, control of the wrestlers remains identical to the first game.

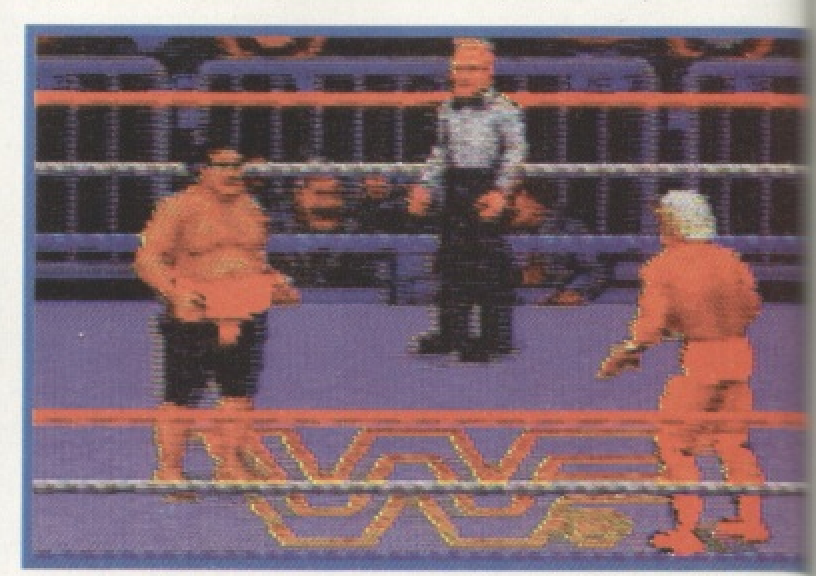

Like the eye gouge, strangling is illegal and can only be used when the ref is not around. Press [R] to grab hold of your opponent's throat and choke him; this move is easy to execute and does real damage.

Pressing a button repeatedly performs bone-jarring throws and strength-holds, depending on position relative to the opponent. When out of grappling range, a single button-press launches you into drop kicks, punches, clotheslines and climbing the turn-buckle in an attempt to land with devastating effect on a groggy adversary.

A title, or tournament, mode has also been added, rectifying one of the major criticisms levelled at the first game. Choose one of 12 wrestlers, beat the other 11 and you're crowned WWF champion. Or select the extra Royal Rumble option for a free-for-all match. This starts with two in the ring but every ten seconds another leaps in, so sometimes there are as many as six battling it out. Eliminate opponents by hurling them over the ropes; it's mayhem but



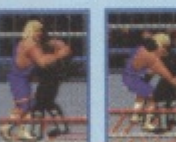
After winning a match the ring announcer leaps in to officially proclaim you the victor; your defeated opponent is left lying on the mat.


The referee keeps an eye on proceedings, but it is possible to knock him out.

MR PERFECT



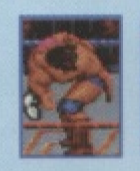
Height 6'4"
Weight 257 pounds
Special move: Perfect-plex





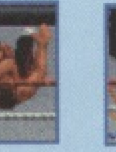


TATANKA

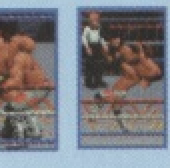


Height: 5'11"
Weight: 255 pounds
Special move: Reverse fallaway slam

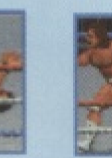




SHAWN MICHAELS

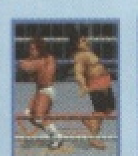
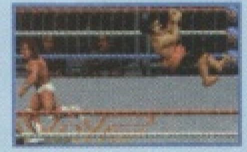


Height: 6'
Weight: 234 pounds
Special move: Back suplex

NARCISSIST

Height: 6'6"
Weight: 275 pounds
Special move: Running shoulder-butt

THE UNDERTAKER



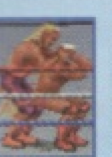
Height: 6'10"
Weight: 328 pounds
Special move: Tombstone

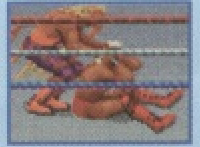




CRUSH

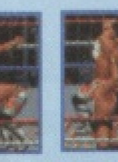
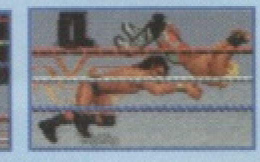
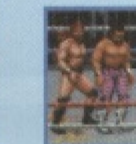
Height: 6'8"
Weight: 315 pounds
Special move: Head crush





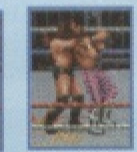
RAZOR RAMON

Height: 6'7"
Weight: 287 pounds
Special move: Razor's edge

TED DiBIASE

Height: 6'3"
Weight: 256 pounds
Special move: Million-dollar dream



BRET 'HIT MAN' HART

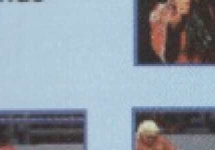


Height: 6'
Weight: 234 pounds
Special move: Sharpshooter

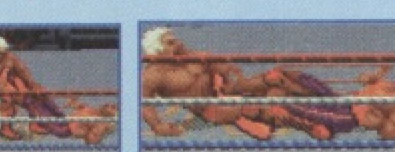
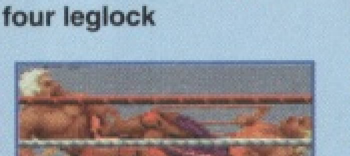




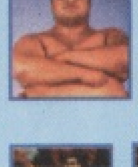
RIC FLAIR



Height: 5'11"
Weight: 239 pounds
Special move: Figure-four leglock

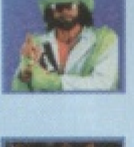
YOKOZUNA



Height: 6'5"
Weight: 505 pounds
Special move: Banzai drop




RANDY SAVAGE



Height: 6'2"
Weight: 237 pounds
Special move: Flying elbow smash







When your opponent is lying down, stand above him and press [B] to deliver this crushing move.



Another variation is to stand above him and press [A] driving your knee into his stomach.



To pick up the chair press [X]. Now press any other button to wrap it around your opponent's head.



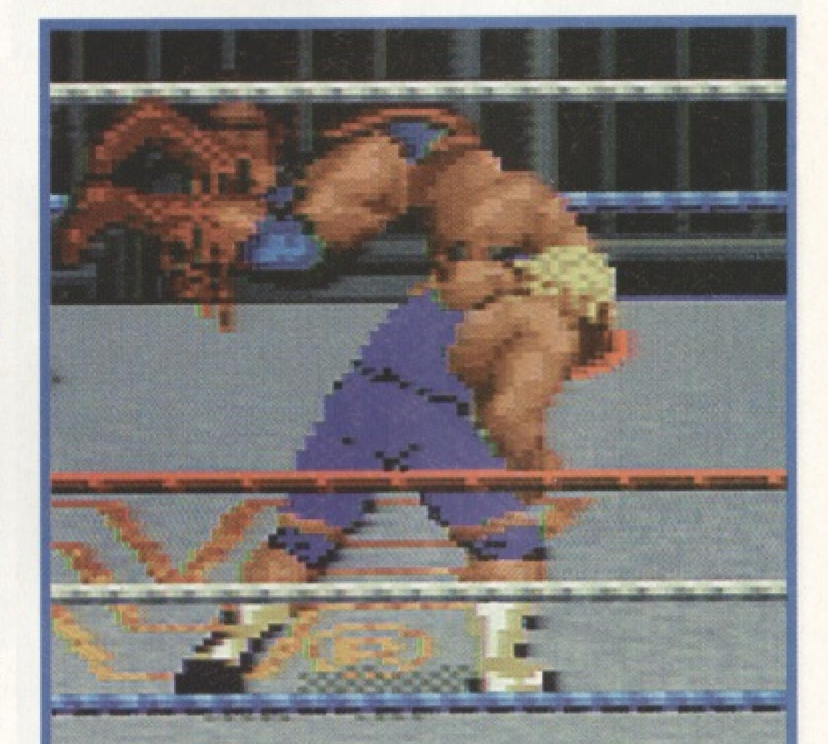
When your opponent is lying down and you are running, press [B] for this devastating flying elbow.



Left: to do the clothesline, throw your opponent into the ropes and press [X].

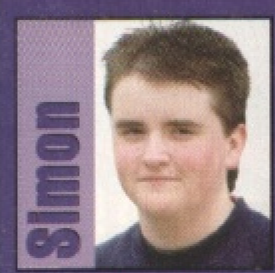


When your opponent is running toward you, press [A] to perform a spectacular drop-kick. Timing is crucial.



As with the drop-kick, wait for your opponent to run toward you, then press [B] to execute a hip toss. If you perform this move close to the ropes your opponent is thrown straight out of the ring.

'Cool graphics but simple gameplay'



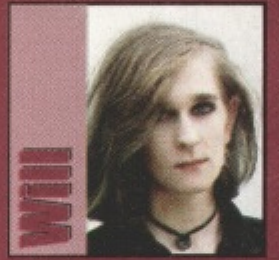
Simon

Graphically *Royal Rumble* is virtually identical to its predecessor, *WWF*, although the character animations do seem to have a few frames extra, making them move more smoothly than before. The sound is also much the same, with the all-important punching and kicking effects not improved at all.

But the original's main flaw was insufficient challenge. The sequel makes up for this with the addition of tournament mode, and ten difficulty levels add quite a bit of life. There's also the usual two-player mode in both one-on-one matches and tag team. The best addition, though, is the Royal Rumble option, especially fun in two-player mode.

81%

'God save Royal Rumble!'



After the average *WWF Superstars* I wasn't impressed by *Royal Rumble* at first — the title and option screens are virtually identical to the earlier game, right down to the digitised pic in the background. But the sprites have been toughened up, showing more muscle tone and better shading, and the portraits are much improved.

The controls are an updated version of *WWF*, with more moves and more potential for real tactics (sneaky and illegal ones!). There's also much more variation, with brawls and multiple tag teams. The new moves are easier to execute and more spectacular, from the evil eye-rakes to the nasty bash-them-with-a-chair, and the Royal Rumble itself is done very well.

My only criticism is that with so many difficulty settings you can see the entire game in a few attempts, and once you've won the Rumble the characters aren't different enough to give the one-on-one matches any lasting challenge. Otherwise, *Royal Rumble* is what *WWF* should have been, and it's a pity that the first game was released at all when these improvements were so obvious.

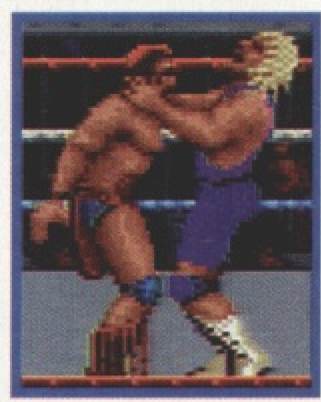
79%



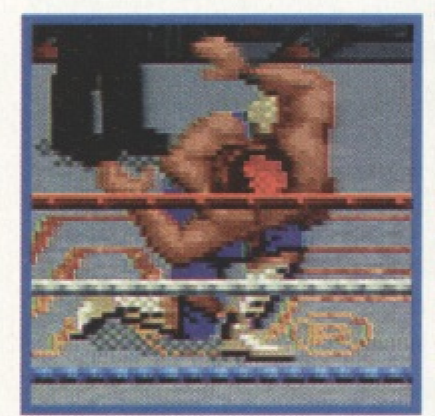
When your opponent is on the ground, stand below him and press [A] to stomp on him repeatedly.



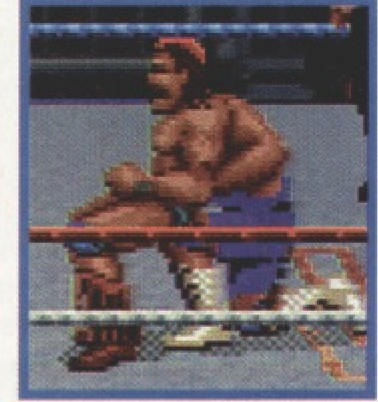
Stand below a floored opponent and press [B] for a flying elbowdrop drop to the ribs — this drains loads of energy.



The headbutt takes a small amount of an opponent's energy although it's very easy to do. Repeatedly bash [A].



While grappling, keep pounding [R] for a wicked back-breaker — very painful.



Repeatedly press [L] in the grapple to execute this lethal move.



Hammer [B] rapidly to drive your opponent into the mat. Now follow up with an elbowdrop.



The suplex is one of the best moves; it takes a good chunk of energy off the opponent and is easy to do. Keep bashing [X] then follow up with another move as you hit the canvas.

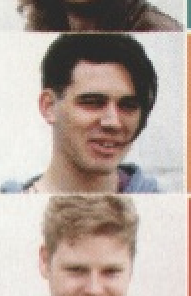


This move can only be used when the referee has been knocked out or you are outside the ring. Press [L] to gouge deep chunks out of your opponent's eyes.

Final analysis



"An improvement on *WWF*, but doesn't go far enough. The Royal Rumble option is a real laugh though."



"Basically this *is* the first *WWF*, but with improved graphics and playability. Bash 'em with those chairs!"

"An enjoyable yet limited sequel. Fun in two-player mode but not enough variety for the solo wrestler."

Final day score

Simon won on level 10 with full energy

FINISHED



Impressive graphics help secure *Royal Rumble* a place — albeit a tentative one — at the bottom of the league. Much better than the original.

Sound



Good intro theme but the in-game effects are only slightly above average. Needs sampled speech.

Graphics



Excellent animation and colourful characters, but graphics don't change much bout to bout.

Playability 71

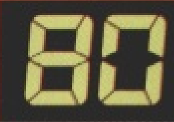
Plenty of fun playing with a mate, but the poor control method lets it down.

Lastability 68

Still a little on the easy side, although the Royal Rumble option adds life.

Force factor

A well-polished game with loads of action and moves to dazzle your mates, but too easy for the experienced.





Shoot-'em-up

Producer............Konami
Supplier............Krazy Konsoles
0422 342901
Price............£54
Status............Japanese import

Players............2
Lives............1
Continues............7
Extras............None

What the makers say...

"It's the one serious *Parodius* fans have been waiting for. It's brilliant! *Pop 'n Twinbee* is the best action-packed shoot-'em-up!"
■ Rachel Brown

Controls



First impression

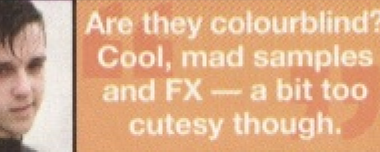

It may look nice but I don't know if my stomach can take it for long.


It's so cute it makes me sick. The wacky graphics make a big impression.

Are they colourblind? Cool, mad samples and FX — a bit too cutesy though.

First day score

Charlie 157,200



Pop 'n T

Only spaceships with arms and a sickeningly cute couple stand between fiendish Dr Mardock and world domination...

Romantic types disappointed by the Charles-and-Di fiasco can find comfort in Twinbee and Winbee, the blissfully happy stars of this Konami game — they wouldn't marry in a hurry and then separate for the sake of the kids. In fact, their lovey-dovey antics make everyone in Earth's future

An incredibly-cute, vertically-scrolling shoot-'em-up — just the thing Konami are famous for.

Defence Corps sick, so the young lovers are 'volunteered' for the most dangerous mission — to defeat evil scientist Dr Mardock, who is conquering the world.

Among his captives is the only person who can stand Twinny and Winny's vomit-inducing happiness, and hence their only real friend, Madoka. Off the couple fly in their matching blue and pink spaceships to cast out the insane dictator and rescue their mate.

Pop 'n Twinbee is a vertically-scrolling shoot-'em-up, horribly cute, just the sort of thing Konami have been recently famous for (their previous release, *Super Parodius*, also featured the Twinbee character in his little blue ship with fists).

To combat Mardock's myriad forces the 'Bees have special attacks. The odd-looking arms with boxing gloves that grace the sides of each ship are rocket launchers, designed to take out land-based attacks. If enemies make it past the long-range firing attacks, these useful appendages can punch them.

Level Best

Colour-coordinated drones can be set to one of three functions: Mimic — follow the ship in a line, increasing the width of your firepower, Circle — rotate around the ship and fire in all directions, or Surround — roam about the screen getting into places the enemy doesn't expect.

A 'Chibi' attack releases a mass of miniature Twinnies or Winnies, depending on who uses it. The ship becomes invincible, as the lightning-fast Chibis fly around the screen devastating everything in sight. The intrepid 'Bees use these weapons to free seven areas conquered by Mardock, including underwater metropolises, gigantic spaceships and the Great Wall of China.

As opposed to the usual shoot-'em-up one-hit-and-die system with loads of lives, *Pop 'n Twinbee* has an energy bar for each ship. You can take several hits before dying, then have seven lives each, which act as continues. Gun upgrades come in the form of bells, which change colour and function when shot, allowing you to customise weapons. ■



In two-player mode you get to take a friend along for a ride — their ship is identical to yours, except it's pink. Yuk!

The Bells!

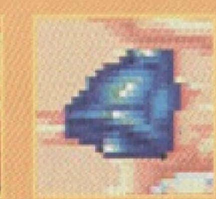
Pop 'n' Twinbee **just has to be different, so instead of metallic pods or clips, gun upgrades are bells. Each colour has a different effect when collected; colours change when you shoot them.**



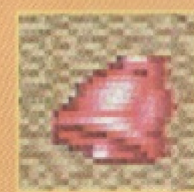
Bells start off this colour, and give you 500 bonus points. Shoot them to change their colour.



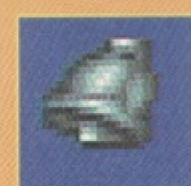
The gorgeous green bell provides a drone, up to a maximum of four at once.



Collect the blue bell and it speeds your ship up to avoid incoming enemy missiles.



The purple bell gives you an impenetrable force field around your ship — very useful.



Collect the silver bell to gain a weapon power-up — a laser gun firing huge projectiles.



The flashing bell icon replenishes your stock of Chibi (smart-bomb) attacks by one.



This bell provides you with a three-way gun, useful for the bosses, who fire straight back.

winbee

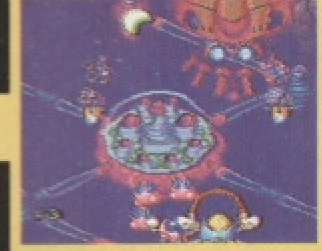

The first boss and what a sight — watch out for the claws.


Blow the lid off the ship and go for the five enemies.


Waste the little 'uns and they turn crispy, while the captain starts to sweat.


Once the captain's gone, all the ship's plundered bells come floating down.


The next guardian appears out of the depths. Wait till he surfaces...


...and then shoot him between his missile attacks.


Here he comes — hit him with the lot — lasers, drones and Chibi attack.


Laser eyes — not much trouble once you've got a dodging routine going.


This boss is real a tough customer — go for his baby-blue eye.


Not as easy as we thought, but it should be okay — just dodge.


Complications — get that strategy sorted. Weave and fire at the same time.


Rocket-launchers for legs, the devious swine. Keep blasting away at the eye.

Firearms

The Bees' ships have arms with boxing gloves attached. These are for taking out enemies lurking on the ground; the enemies fire back so you can't ignore them. If they get too close, swing for 'em.


This is Winbee targeting for an air-to-ground attack...

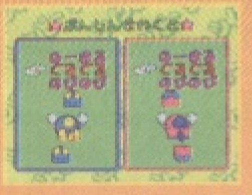
...and this is Winbee demonstrating an air-to-ground attack.

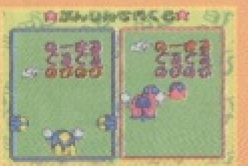

Twinbee loses his cool and stitches the beggar one on the chin.

Drone club!

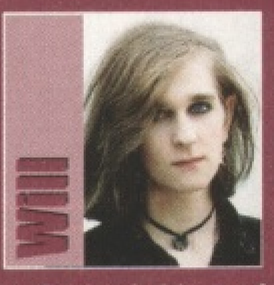
Collect green bells and you get these 'options' — drones which follow you around the screen. They can be set to one of three functions before the game starts, or on an option screen.


Mimic: as the name suggests — follows you around, firing straight ahead whenever you do. Shadow mode is very effective at maximum power.


Circle: rotates the drones around you, shielding your ship with multidirectional fire. It's great for defence but not so hot when you want need maximum fire-power.


Surround: sends drones running all around the screen, annoying bad guys by getting behind or around the side of them and spraying them with laser fire.

'A fun shooter but no classic'



Everything's nice in the world of Twinbee and Winbee, with cute flowers and cuddly animals. Then Konami got hold of it and... death by cuteness! How do they keep the twee ideas coming? They must be taking the mick with pink and blue matching spaceships and baby attacks.

Pretty graphics and bizarre ideas abound, but there's nothing technically groundbreaking, and the game is never too confusing. Even though the sprites and backgrounds are all wacky, they stick to the basic blaster formula.

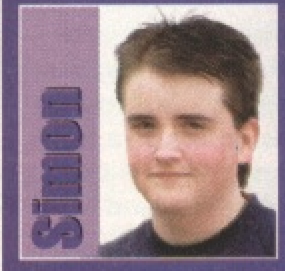
The tunes and, notably, the spot FX are as chuckle-inducing as the graphics. High-pitched squeals and yelps tell you exactly what your comrade's doing: useful, because the screen becomes so crowded and colour-clashed that you can't even see what *your* ship is doing some of the time. It's such a relief when you hear a cry of 'Ninjaaaar!' and know that Winbee just loosed a Chibi attack.

Pop 'n Twinbee is quick and frenzied at times, but slow and almost suspense-building just before the bosses. It's like *Parodius*, only horizontally-scrolling, less original, and with less 'adult humour'; *Super Swiv* with a heavy dose of the Japanese cutesies, maybe.

Mastering the controls does take a couple of attempts, but even when trapped in a corner by the tumbling pandas, Chibi attacks and missile launches are possible, and survival is made easier by the energy-bar feature. *Pop 'n Twinbee* is an entertaining shooter; it's not quite a classic but there's a lasting challenge on the harder difficulty settings.

85%

'The best shoot-'em-up in ages'



Pop 'n Twinbee is the sequel to that mad Japanese shoot-'em-up *Parodius*, and it's as crazy as its predecessor — any game which has baby pandas raining down the screen has got to be a little strange.

Rather than the left-to-right scrolling of *Parodius*, *Pop 'n Twinbee* has a view from above and scrolls up the screen much like *Axelay*. This really works well; in fact, it's much better to look at than *Parodius*. The scrolling is smooth and the backgrounds well-animated, with whacky characters everywhere.

Sound throughout is very good. There's an excellent backing track, and when power-ups are collected a voice says in Japanese what they are — it's a little hard to make out what they're saying but it's pretty hilarious.

Difficulty is just right; the game's easy to get into but tough after level three, while the different brilliant and colourful backgrounds of each level provide a good incentive to play on. *Pop 'n Twinbee* is the best shoot-'em-up in ages. If you're into cutesy shoot-'em-ups you'll love it; if not, this could be the game to convert you .

91%

Get Smart

Beside bells there are energy, smart bomb and extra-life power-ups to collect. Here's a breakdown of what to look for:



Chibi attack: in two-player there's nothing more effective than a double Chibi attack. Wicked!



Heart: *Pop 'n' Twinbee* is different, but not that different. Energy is still replenished with heart icons, which appear after you kill ground-based baddies.



Clouds: shoot the cloud, and out pops a bell.



Pandas: the deadly flying pandas of doom.



Purple level: this tricky stage has sneaky coward baddies who hide.



Boss: the giant, mutant aeroplane on level four — watch out for the lethal flame-throwers it uses.



Clown: he may be a funny guy, but his speedy plasma attacks are no laughing matter.



Spiky Balls: avoid them as it takes lots of shots to destroy them.



Flying bloke: nasties with rocket packs abound on level three.



At the end of each level you are confronted with well-drawn but horribly-cute sequences.



On level two you fight your way through an underwater city. The ripple effect is stunning.



Complete a level for a weird screen — here Twinbee and Winbee give a display of Japanese morris dancing.



The complexity of the isometric parallax is phenomenal, especially with such brilliantly drawn graphics.

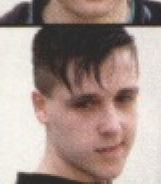
Final analysis



"Far too cute and candy-covered — no lastability at all. Shame — it really looks good."



"Although the graphics and sound are excellent it lacks the long-term challenge of *Parodius*."

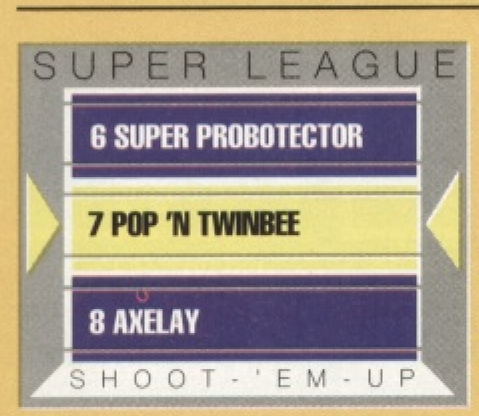


"After two weeks the cute factor drove me to the sickbag. Graphics and sounds do not make a game."

Final day score

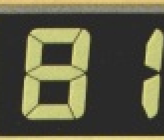
Simon — Completed Level 3

FINISHED



In a Konami-dominated chart, *Pop 'n Twinbee* reaffirms what masters of the shoot-'em- up they are. Superb graphics and a joy to play.

Sound



Hilarious spot FX and disturbingly cute tunes worm their way inside your brain and haunt you.

Graphics



A combination of Axelay and Parodius. Brilliant — garish, bawdy and very well-drawn. Cutefest!

Playability



No complex controls to master — straight forward turn it on and blast away.

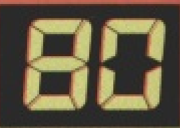
Lastability



There's a good challenge on the harder levels, but can you resist playing on easy?

Force factor

One of the the best-looking and best-sounding SNES game for some time, but a little on the easy side.





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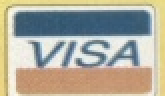
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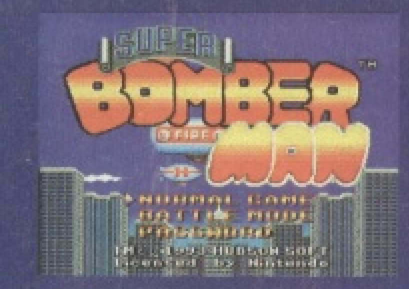
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Arcade

Producer .... *Hudson Soft*
Supplier .... *Playtime*

Price *£39.99*
Status .... *Official UK release*

Players *1-4*
Lives *3*
Continues .... *Unlimited*
Extras .... *Password system*

What the makers say...

"The addictive gameplay and unique four-player action make it a must-buy for newcomers and experienced players alike."

■ Phillip Dick

Controls



Green	Nothing
Yellow	Nothing
Blue	Use icon
Red	Drop bomb
L	Nothing
R	Nothing

First impression

No good against the computer but mayhem with four players.

Ugh, who let *Bombjack* in? I can't stand those graphics.

Looks excellent with four players but disappointing against the CPU.

First day score

Charlie 6,720

Super Bomber

Semtex, TNT, high-powered explosives — will *Super Bomber Man* blow you away?

Super Bomber Man doesn't have a storyline. The object, in one-player mode, is to eradicate all the obstacles in each of six mazelike zones, using an infinite supply of bombs. The action takes place over 12 packed levels.

In battle mode, the object is simply to be the last one standing when the dust cloud settles.

Beginners can practice their skills on the straightforward normal, western and bombing levels. Other stages brighten up gameplay by adding extra touches. Bounce around on trampolines or slide along motorised conveyor belts. Tunnels and warp holes allow you to ambush enemies and spotlights restrict the view of the playing area. The final stages are for experts only; powerful makes all bombs explode across a full line and high speed acelerates characters' pace to mind-boggling levels.

In battle mode, the object is to be the last one standing when the dust cloud settles. Play is spiced up with icons and upgrades. The flame icon increases the size of blast, the boxing glove enables you to punch bombs over obstacles, the rollerskates speed you up, and with the red boot you can kick bombs down passages.

The skull icon is a wildcard, doing one of several things at random — not all of them good. Sometimes it renders you invincible for a short time, sometimes it slows you down horribly, sometimes it leaves a trail of bombs wherever you go (usually trapping you), and sometimes it turns you invisible.

Bombs away

At the start you can drop only one bomb at a time, but by collecting bomb icons you can drop more than one simultaneously, up to the number of icons.

And then there's four-player mode! If you have a Multi-Tap accessory you can battle three mates in a sneaky head-to-head challenge. Only the extremely devious survive. Many different combinations are possible: battle up to three computer opponents, or two players and two computer bombers, *ad infinitum*.

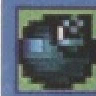
Super Bomber Man has masses of levels, and obstacles ranging from brick walls to killer tulips with teeth to rotating metal discs. Watch out for the blob monsters who have been known to drive lawnmowers over players' feet, and pit your wits against end-of-level bosses. ■


Blast away the walls to free a route to your opponents remembering to keep an eye out for hidden power-ups.


This maze has flashing red lights for obstacles. As time runs out, bombs drop from the ceiling and the walls close in.

What a blast!

The key to success is knowing which icons to grab and which to steer well clear of. Here's a guide to what does what...


Bomb: with one bomb icon you can drop two bombs simultaneously, with two icons drop three, and so on.


Flame: increases the length of your blast. Standard blasts only travel two rows but with this power-up the explosion covers a column.


Rollerskate: strap on this boot for temporary speed up — very handy for getting out of sticky situations.

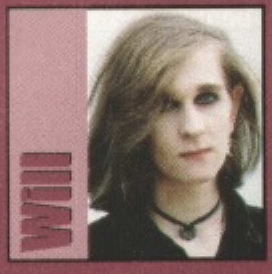
Timebomb: converts your unlimited bombs to timebombs which can be detonated manually from a safe distance.


Skull: Uncontrollable effects. Sometimes invincibility, sometimes an automatic trail of bombs, sometimes you just slo-o-o-w down.


Boxing glove: punch bombs over walls and surprise your opponents. Very useful if you get trapped in a corner.

Man

'A four-player blast'



WILL

Office friendships at SNES FORCE have been destroyed by this game. Which git trapped Chike when he'd nearly won the cup? Who lobbed TNT at Simon while he was plotting his master scam? Although it's a very simple concept, *Super Bomber Man*'s multiplayer action is blindingly fast and wickedly sneaky.

The one-player game is as you'd expect from the graphics: like a very old coin-op. The fun potential of the battle mode just isn't there. But get your hands on a Multi-Tap and you're sorted — if you've got three friends to play with, the tournament possibilities are endless. Dump on your mates, watch as they trap themselves and explode, laugh yourself stupid...

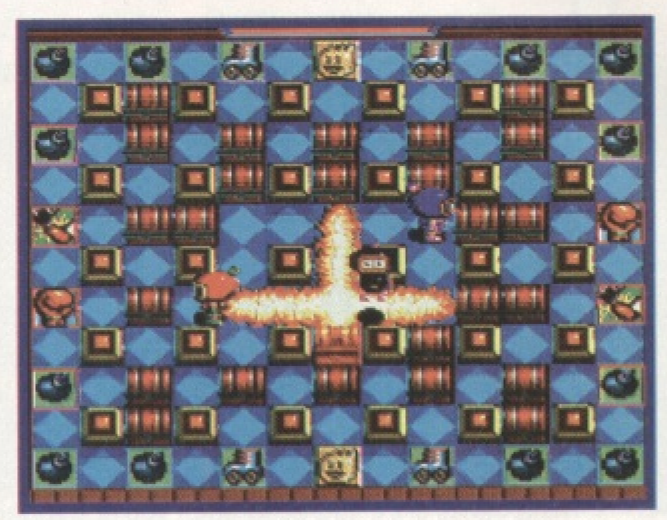
Sound is simple and happy, if a little repetitive. Graphics are just a revamped version of the ancient *Bombjack* arcades — cute little sprites in superhero costumes, with ridiculously oversized heads. It all adds to the humour.

Super Bomber Man isn't really worthwhile without a Multi-Tap, but if you've got one or are wondering about its potential, look out for this cart— it's a blast.

79%



The first boss is badly in need of a hammering. Avoid his crushing blows then plant a row of bombs at his feet.



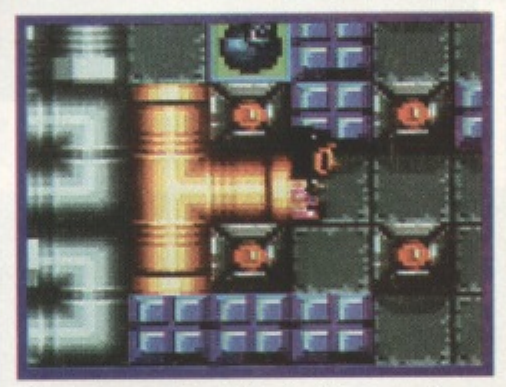
It's easy to get caught in cross fire at the start of a game. It's safer to hide till there's more space.



The league table shows games won — first to five wins takes the cup!



Quick reactions are needed in Wall Rebirth as obstacles rapidly regenerate.



If you're sneaky, hide in the tunnels till there's only one opponent left.

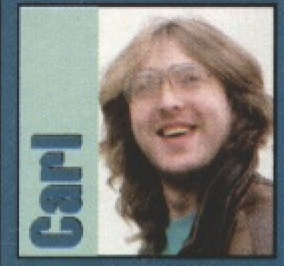


Warp holes (in blue) are underground tunnels for sneaking up on players.



In one-player mode, travel round this map. There are several mazes in each of the six locations.

'Semtex heaven'

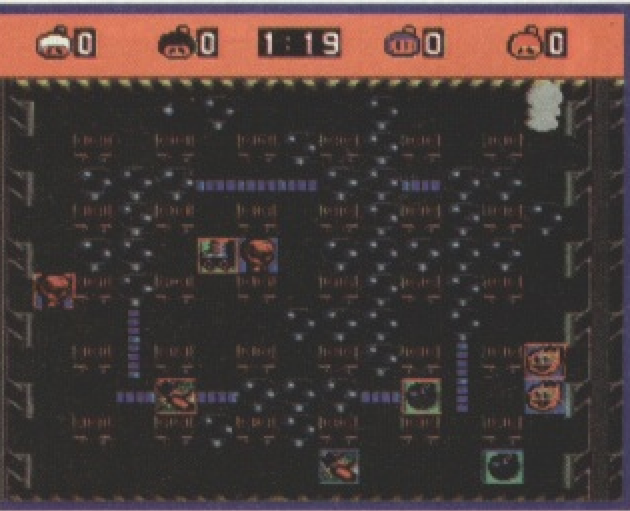


The best thing about console games is beating up a mate in two-player mode. *Super Bomber Man* rewrites the book on multiplayer games, using the Multi-Tap four-player adaptor for a superb combat mode. This can mean getting beaten three times as badly — but it's worth it.

The combat areas are another source of pleasure, with pipes to hide in, teleport holes to disappear down and trampolines for bouncing over barriers. Most start the players at the four corners of the arena, but one has all the protagonists in a central reservation: a nervous situation producing a very short game. And it's not all dropping bombs — okay, it *is* all dropping bombs, but the power-ups add another dimension.

One-player is nowhere near as good as four-way combat, though it's not so much that solo mode is bad as that multiplayer is shockingly addictive. Graphics are average, and there is one fly in the ointment: diabolical sound and FX. That's a shame, because with a challenging one-player mode and decent sound this would be a knockout — as it is, it's just the best four-player game there is.

76%



Step on a track in the conveyor belt level and you're transported across screen.



Trampolines are a god-send when you're trapped in a corner. A quick bounce and you're free.



The key to this level is blasting a path to the outside to collect the power-ups.



All levels are played against the clock. Take too long and the walls close in around you.





Congratulations. You've won the multi-player battle game.

This enormous clown (left) is another of the one-player game's delights. Dodge his attacks and aim for his mouth.

Final analysis



"If you've got some mates this is fantastic, but think hard if you're after a one-player game."



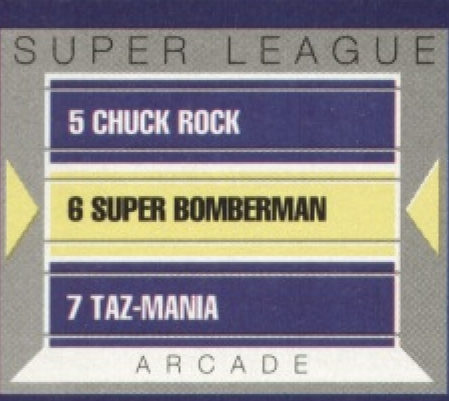
"The four-player game is absolutely brilliant. I could play it all day but playing solo takes away all the fun."

"After a fortnight the multiplayer mode is still solid but no-one plays solo — it's too boring."

Final day score

Carl 17,843

17843



Without a doubt the best multi-player game around but there's simply not enough depth to the one-player game to justify a higher position.

Sound 60

No surprises in this department. A jolly tune keeps the action rolling along but essentially simple and samey.

Graphics 66

Tiny sprites and blocky backgrounds. A SNES version of a 1982 game — just above average.

Playability 86

Hooks you straight away with devious strategies — infuriatingly addictive.

Lastability 82

You'll never get bored of exploding your mates' heads but one-player mode lacks challenge.

Force factor 78

An excellent multiplayer game, though poor for one player and tdon't forget the extra cost of the multi-tap.



Shoot-'em-up

Producer........Acclaim
Supplier........Acclaim

Price........£39.99
Status........Official UK release

Players........1
Lives........1
Continues........None
Extras........None

What the makers say...

"Non-stop addictive platform-based action and inside the terminator computer perspectives make *Terminator 2* a winner!"
■ Alison Cressley

Controls

	Punch/fire Pistol
	Jump
	Nothing
	Knee in the crotch/fire
 L	Nothing
 R	Nothing

First impression



"Doesn't look too good — animation of character sprites is almost childlike."

"Those sprites look a bit small; doesn't look at all promising."

"Sprites are small, jerky and basic. I don't think I'm going to enjoy this."

First day score

Will First level cleared

57309

T2 Judgmen

Three billion human lives ended on August 29 1997. The survivors of the nuclear fire called the carnage Judgment Day. They lived only to face a new nightmare, the war against the Machines...

'Skynet, the computer which controlled the Machines, sent two terminators back through time. Their mission: to destroy the leader of the human resistance... John Connor. My son. 'The first terminator was programmed to strike at me, in the year 1984... before John was born. It failed.

'The second was sent to strike at John himself, when he was still a child. As before, the Resistance was able to send a lone warrior. A protector for John. It was just a question of which one of them would reach him first...'

Sarah Connor, July 11, 2029

The T-1000 has been programmed to seek and destroy John thus erasing him from the time lines.

Acclaim's new licence *Terminator 2: Judgment Day* puts you in the bike boots of that warrior — a T-800 terminator, reprogrammed in 2029 by Sarah's son John and sent back in time to 1993 to protect her and his teenage self from the more advanced T-1000 terminator. The T-1000 has been programmed by Skynet to seek and destroy John, thus erasing him from the time lines and removing the dynamic leader the resistance need to triumph over the Machines. The paradoxes are mind boggling

Seek, locate, terminate

The game follows the film's plot faithfully: your objectives are to find John Connor, free Sarah, terminate Dyson (the scientist who perfects the chip that enables Skynet to take control in the future), destroy the T-1000 and save the world as we know it.

First find something to wear (non-living matter is unable to pass through the temporal transporter) and, of course, a weapon. A truckstop is the setting for the first level. As with nine of the 15 stages it's a standard multi-directional scroller with additional scenes where you enter and explore buildings.

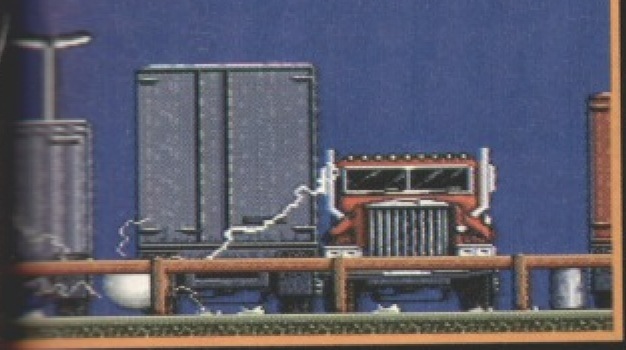
Mission accomplished

To exit each level you must fulfil your objectives, which are displayed at the start of each and can be called up subsequently by activating the pause mode. Additionally collect a number of future objects scattered around the playing area before you can exit. In this instance you must find clothes, a pistol, a shot gun, two future objects and John Connor's address — from the telephone directory in the phone booth.

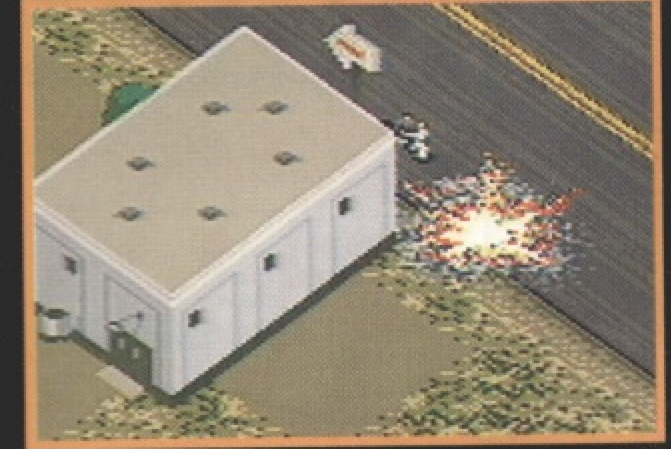
The second level is one of six driving stages viewed in an isometric pseudo 3D perspective. You guide a Harley Davidson Electro-Glide around down-town Los Angeles in search of John Connor's home, again completing the objectives you've been set.

In later driving stages you control a police car and numerous family sedans while making your way to the next objective.

The T-1000 (constructed entirely of a neutral



Newspapers curl up in the wind as time distorts and Arnie materialises from the future.





The other bikers are identical to Arnie (above) but they go up in flames quicker.
Dyson (left) the villain who started Cyberdyne Corporation. The sentence is death!



t Day

Rescue Sarah Connor from the lunatic asylum. She's heavily guarded by security guards.

polyalloy) can polymorph into any shape and through any aperture, meaning that it often pops up through the floor just in front of you — very disconcerting.

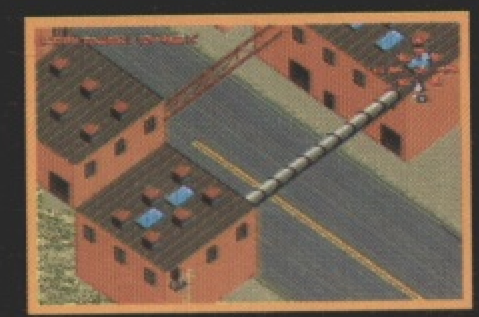
The game takes you through all of the main scenes of the film: the truck stop, John's house, shopping mall, asylum, over the boarder arms cache, Dyson's house, the Cyberdyne Systems building and finally the foundry where you must cause the T-1000 to fall into the smelter to finish the game.

Oh — and thus change history so that the means to invent you were never invented and this episode never happened — those paradoxes again.

The more they stay the same

'August 29 1997 came and went. Nothing much happened. Michael Jackson turned forty. There was no Judgment Day. People went to work as they always do, laughed, complained, watched TV, made love.'

Sarah Connor, July 11, 2029

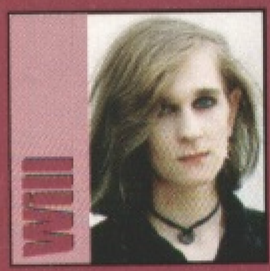


Pesky things, these roadblocks, especially at the end of a long stretch.



Cybernetics' defences include these robotic sentry robots.

'Now I know why humans cry'



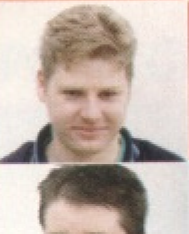
What an awful treatment of a perfectly good film licence — send a T-1000 back for the programmers, someone. The sprites are tiny and sluggish, and it's difficult to see what's going on half the time. Animation is way behind the state-of-the-art, and not even the intro screen has a saving grace.

And though introduction of driving levels is a nice thought, they're a bit of a joke. The sprites are *unbelievably* tiny, rushing around the screen like mad beetles on roads. Even here, gameplay variation is minimal, mainly because of the tedium of walking through seemingly endless identical levels looking for flashing boxes.

The sound gets a couple of marks for effort, but none for result. Maybe they tried for heavy beats and majestic effect, but all that comes out is a dull, slow-moving dirge. There's nothing to grab your attention and nothing to keep your interest; *T2* on the SNES is just as bad as on other formats, if not worse for wasted potential.

40%

Final analysis



"Even taking into account the variety of game styles and the popularity of the movie this is a major flop."



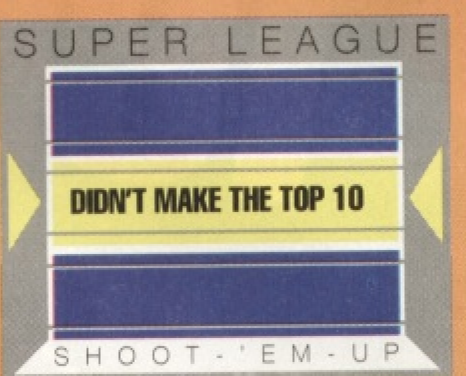
"I can't see this appealing to many people at all. There's just not enough gameplay and the graphics are awful."

"It's varied (with the driving sections), it's hard (maybe too hard) but it's not very good."

Final day score

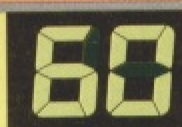
Will — Found Sarah Connor

573829



After promising to be one of the hottest summer releases *T2* turns out to be a massive disappointment. All eyes are now on *T2: The Arcade Game.*

Sound



60

One of the better features, but still only slightly above average. What happened to the samples?

Graphics



50

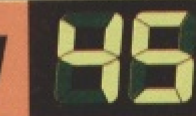
Functional? Minimalist? Just straight forward sketchy. None of the atmosphere of the film.

Playability

44

Slow and sleepy controls with little in the way of power-ups to liven the action up.

Lastability



45

Terminally tedious — it's tempting to give up after the title screen.

Force factor

Another licence given formula treatment. This time there's a twist but the result is disappointing.



46



Competition

Targeted for Termination

Your skeleton isn't titanium, just plain old bone. Your skin is rather attached to it, and won't peel off when it's warm outside. And you're not on a mission from the future to prevent the human race becoming extinct. In short, you're not a T-800 deluxe model Terminator. But would you like to be?

Well, according to *Psychokinetics and Astral Thought Projection* by Professor W Einsvall, the mind *can* have power over matter. To turn into a Terminator, we reckon you need to immerse yourself totally in rare *T2* memorabilia — and the only way to do this is to enter our exclusive *T2* competition. Yes, SNES FORCE is giving away a load of cool *T2* collectibles to 14 lucky readers and potential T-800s. We have:

- **10 *T2* T-shirts!**
- **3 boxed sets of *both* Terminator movies!**
- **One superb *T2* leather jacket!**

And even if there's a niggling doubt in the back of your mind that you're a T-800 (in which case you won't become one, says Professor Einsvall), you'll still be proud to strut round town in your new gear. So you can't lose.

All we ask is that you answer the three questions below and send the coupon to: 'I Think Therefore I Am' *T2* Compo, SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW, Earth 1993. We need your answers by August 5, and remember the Post Office charges extra for time travel.

1. What's the name of the rebel leader in the future, according to the Terminator films?
a. Johnnie Walker
b. John Connor
c. John Major

2. Which part of the T-800 is cast iron?
a. Endoskeleton
b. Exoskeleton
c. Arm

3. 'Arnold Schwarzenegger' in German means...?
a. Arnold Blackleg
b. Arnold Biggun-Dumm
c. Arnold Blackhead

Name..

Address..

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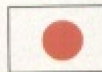
Age..

If you're under 18 you'll have to get your parent or legal guardian to sign below:
I give my permission for my son/daughter to receive the *Terminator* and *T2* videos (18- and 12-rated, respectively).

Signature ....

The editor's decision is final, and no correspondence will be entered into unless you want Carl 'T-1000' Rowley on your doorstep with a sawn-off. If you don't want to receive mail from other companies, kindly tick the box. ❑

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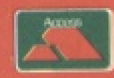
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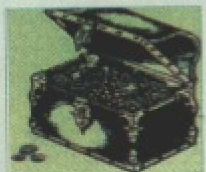
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EUROPEAN ORDERS WELCOME TOTAL ....



Beat-'em-up

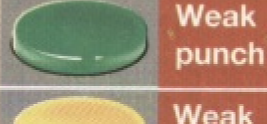
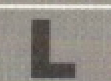
Producer .... Jaleco
Supplier .... Krazy Konsoles 0422 342901
Price £64
Status .... American import

Players 2
Lives 1
Continues .... Unlimited
Extras .... Action Replay

What the makers say...

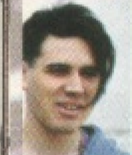
"A super one-on-one fighting game with gripping excitement like you've never experienced. Your combative instincts will be unleashed!"
■ Jaleco

Controls

	Weak punch
	Weak kick
	Strong punch
	Strong kick
 L	Nothing
 R	Nothing

First impression


"If I see another *SFII* copycat I'll... The lack of originality is very depressing."


"Poor animation, simplistic gameplay and no real challenge."


"Oh no! It's another *SFII* clone. Hold on, this looks quite good."

First day score

Simon 165,483

FINISHED

Tuff E



***Tuff E Nuff* is the latest in a long line of one-on-one combat games for the SNES — but has it got what it takes to challenge the king of beat-'em-ups, *Street Fighter II*?**

War has left the land desolate and starving. Enter a mysterious stranger named Jado, claiming to be 'The Fighting King' and crushing anyone who stands in his way. Only a hero could vanquish him — and that could be you, taking the role of one of four characters.

Defeat all seven computer-controlled fighters — including one who fights with a rocket launcher.

There's Syoh, a young Japanese street fighter, a little hot-headed at times, who has created his own fighting style designed to condition the user to harness inner spiritual power which he unleashes in fire balls and spectacular long and short power punches.

Then there's Zazi, a tough American, brought up in the same neighbourhood as Syoh. They ran in the same street gang, studied and mastered their martial disciplines together. Firm friends and blood brothers, their styles are practically identical, Zazi being older is slightly slower but more able to absorb punishment.

Kotono, the second Japanese competitor, is youngest of the four. Her strength lies in speed and the deadly precision with which she handles her daggers. The swiftest, most acrobatic character, her weakness is her lack of durability.

Lastly Vortz, a burly, no-nonsense Dutchman with a nasty line in heavyweight rassl'in moves. The oldest of the quartet, he may be slow, but his phenomenal strength holds and throws are feared the world over. Let him get close and you're spitting teeth till Christmas.

Structure is much as in *Street Fighter II*: have a one-off battle against a mate or the computer, or take on a series of computer opponents with the goal of reaching Jado, who waits for you at the top of the Tower of Desolation. There are three difficulty settings and a configuration-setup screen, although only four of the SNES's six buttons are used.

When tournament — or 'story' — mode is selected you start outside evil Jado's tower, and have to fight your way in and to the top, winning a series of matches on a best-of-three system.

To be victorious, defeat all seven computer-controlled fighters — including one warrior who fights with a rocket launcher and fires shells, and a ninja who attacks with a samurai sword. You have no weapons, just your skill — will it be enough? ■



As you progress you ascend the Tower of Desolation. Each stage has its own guardian whose stats are displayed before fists begin to fly.



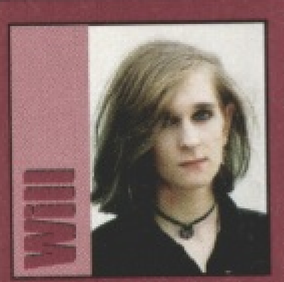
Kotono and Syoh are the two Japanese competitors and the best fighters to use.



Nuff



'One-and-a-half nice touches'



Take *Street Fighter II*, squeeze out half the characters, subtract about a third of the moves, snatch half the frames of animation away and add a dodgy science-fiction storyline. There you have it — *Tuff E Nuff*.

Although a playable game, *Tuff E Nuff* has nothing that wasn't done before, and in most cases better, in *SFII*. The graphics are less colourful but similar in quality, and the smaller sprites move like jerky, arthritic chickens compared to Blanka and friends. The tunes are pathetic in comparison.

Even the special moves are almost identical— Ryu shouts 'Hadoken' as he throws a ball of energy, Shioh yells something similar to 'Hyuken' as he does the same.

So no improvements, but one-and-a-half nice touches. When a character nears zero energy a bloodstain appears on its face, an improvement on *SFII*'s method of injuries appearing on the still picture only. And when a character finally collapses (in slow motion, surprise surprise) there's a replay of the closing moments so you can gloat, heh-heh.

Everyone interested in beat-'em-ups should have a copy of *SFII* by now, so the only sales of *Tuff E Nuff* should be to complete fanatics who can't wait for *SF Turbo*. But I'd advise a book on meditation and acquiring patience; it's cheaper.

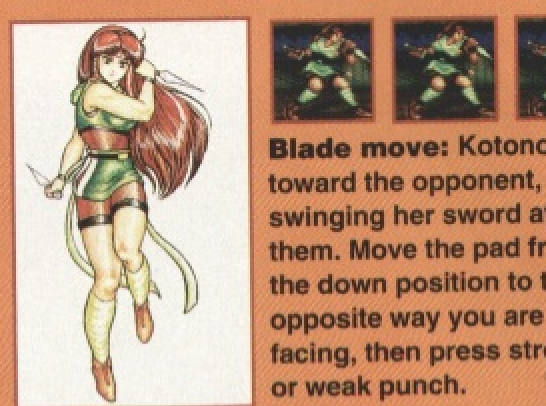
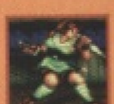
61%



Complete a stage and you have the option of reviewing the last few seconds of your victory.

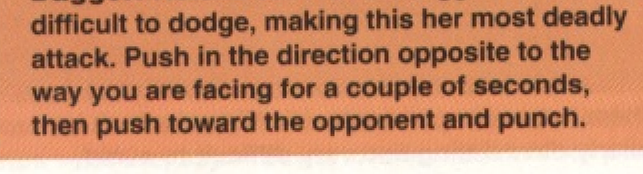
Tuff tactics

Mastering each fighter's special moves is essential to defeating Jado...



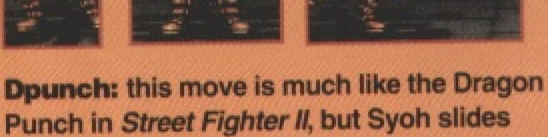
Blade move: Kotono runs toward the opponent, swinging her sword at them. Move the pad from the down position to the opposite way you are facing, then press strong or weak punch.



Dagger: Kotono carries two daggers. They are difficult to dodge, making this her most deadly attack. Push in the direction opposite to the way you are facing for a couple of seconds, then push toward the opponent and punch.

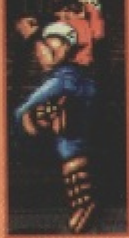


Fireball: this projectile does not need to be charged up, so it can be used at great speed, and proves very useful in hitting opponents as they land from a jump. Move the pad from the down position to the way you are facing and press punch.

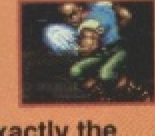
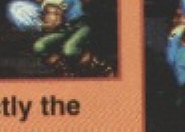



Dpunch: this move is much like the Dragon Punch in *Street Fighter II*, but Syoh slides along the floor before jumping. Move the pad from opposite to the direction that you are facing through to the down position, and press punch.







Dpunch: exactly the same as Syoh's move, and just as devastating!



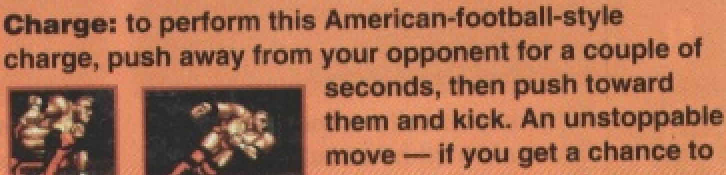


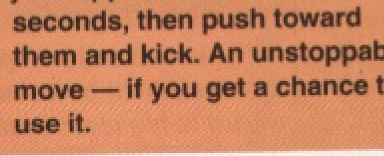
Fireball: again, the same as Syoh's fireball move.




Uppercut: it's surprising that a man of Vortz's size can jump into the air punching, but it proves very effective and gives him a good defence against faster opponents who attack from above. Move the pad from the down position to the way you are facing and punch.

Charge: to perform this American-football-style charge, push away from your opponent for a couple of seconds, then push toward them and kick. An unstoppable move — if you get a chance to use it.







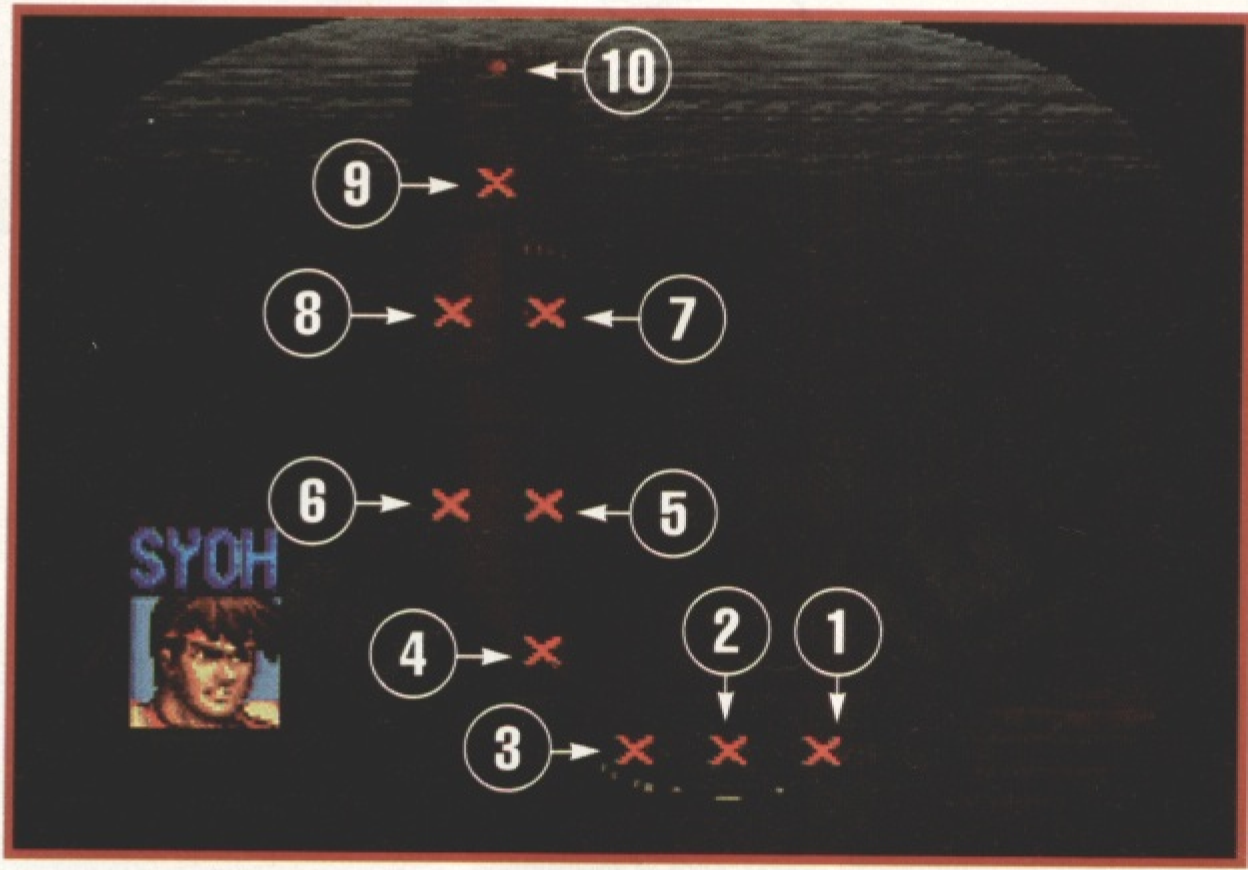
Zazi: your fight for freedom begins here. Defeat Zazi before going on to the next stage.



Kotono: her dagger attack is difficult to dodge, and her speed causes problems.

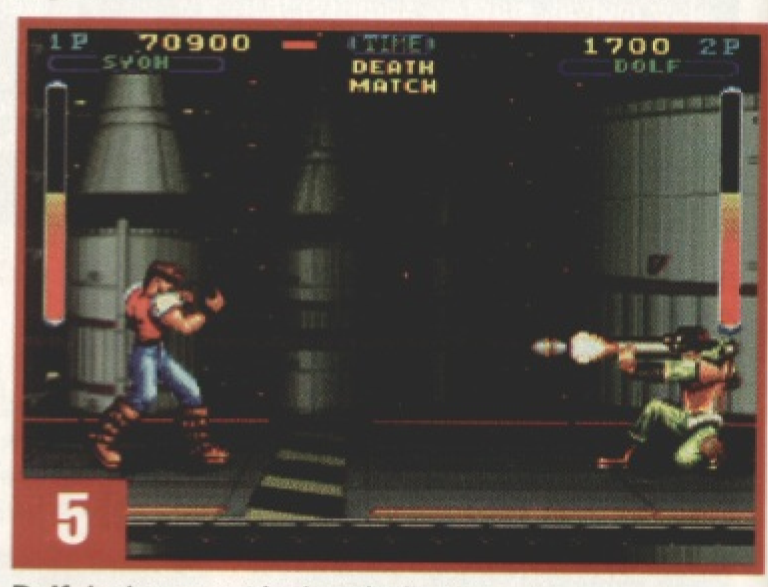


Vortz: he should be no problem if you use special moves. His lack of speed lets him down.





Beans: the first proper opponent guards the gate of the tower. Watch out for his deadly speed punch or you'll regret it.



Dolf: he hangs out in the missile silo and loves weapons. He uses a rocket launcher at long range and a knife for close combat.



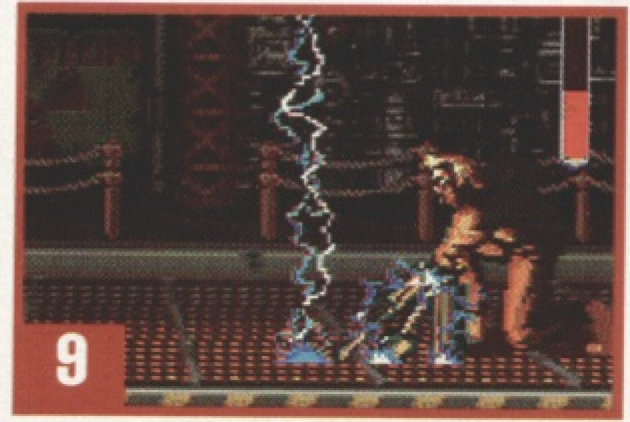
Gajet: looks like Vortz in different clothes but has more speed and special moves, including the 'flaming uppercut', which is more powerful than Vortz's similar move.



Rei: this guy has several special moves, the best being the 'fire floor', sending a wave of fire across the ground.



Sirou: this ninja has excellent speed and a few special moves which he uses to good effect. The sword is his main form of attack, and is very hard to block.

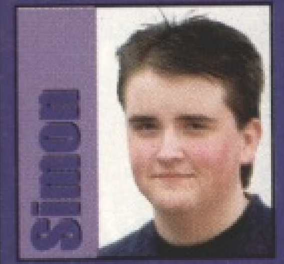


K's: this guy has huge metal arms which send electrical waves in your direction. They are virtually impossible to dodge so stay alert..



Jado: The final boss has loads of special attacks and uses them to crush opponents. His 'flame' attack is particularly devastating and very difficult to avoid.

'Wait for SFII Turbo'



Tuff E Nuff may seem like a bad *Street Fighter II* clone, although it's worth remembering that *SFII* is a hard act to beat. Gameplay is virtually the same, and layout is also similar, with human-vs-human option, tournament mode, three difficulty settings and the button-configuration selection. However, Jaleco have used only four of the SNES's six buttons, so the number of moves is not equal to *SFII*.

Although the backgrounds are well-drawn and colourful, the characters are poorly-animated, which proves frustrating when trying multiple hit combinations, and most of their moves are close to *SFII*.

The final nail in *Tuff E Nuff*'s coffin is the difficulty setting; I completed the normal level on my first attempt, and nearly completed the hard setting in a day — not the challenge you expect for this price!

Expecting *Tuff E Nuff* to be quite as good as *SFII* may be unrealistic, but there are better beat-'em-ups on the SNES; wait for *Street Fighter II Turbo*.

65%



Syoh has a spectacular mid-air move — the flying head stomp. Get close in the air and press [X]



On Rei's stage don't get too close or you come out on the wrong end of the deadly dragon cloak.



Kotono is one of the best fighters — here Vortz finds out that size is no match for speed.



The player select screen allows you to choose you combatant for the coming tournament.

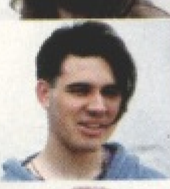


Pose for the cameras after each victory. Here Syoh defeats the front door man — Beans. Well you know what they say — Beanz meanz… don't block punches with your face.

Final analysis



"It's grown on me a bit, but not enough to recommend as an alternative to *SFII* — it's nowhere near as good."



"Better than I thought at first — the animation is pretty good, but it's still too easy."



"This just isn't going to get any better. Besides, there's no Blanka — what a disappointment."

Final day score

Simon — 264,874 on difficult

FINISHED



Despite a low score, *Tuff E Nuff* sneaks into the low end of the league. Its lack of challenge — even next to *Turtles IV* — lets it down badly.

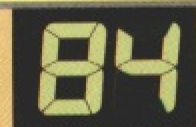
Sound



67

Impressive sampled speech but accompanied music and FX are dull, muffled and uninteresting.

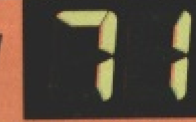
Graphics



84

Large sprites, but the animation seems two- or three- frames a second short.

Playability



71

Easily-learned moves mean instant action although this restricts lastability.

Lastability



40

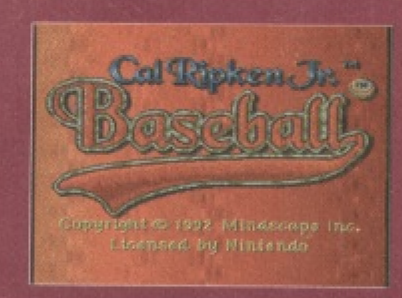
Much too easy — why spend £64 on a game you can complete in a day?

Force factor

A good-looking, competitive game that's just too easy — probably aimed at inexperienced players.



65



Sports

Producer......Mindscape
Supplier......Mindscape

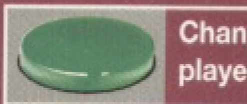
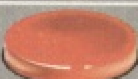
Price......£49.99
Status......Official UK release

Players......2
Lives......N/A
Continues......N/A
Extras......None

What the makers say...

"After being stuffed by the USA at football *Cal Ripken* is definitely the best way to start plotting our revenge. Steeerike 3! we're outta here!"
■ James Morris

Controls

	Change view, player control
	Pitch, throw, dive, jump
	Nothing
	Bunt
 L	Nothing
 R	Nothing

First impression


"An exciting, all-action game — but I don't understand the rules."


"Nice options and slick gameplay, but why so small and slow?"


"The sprites seem on the small side and it all feels slow — good fun for two!"

First day score

Carl vs Will

9 - 3

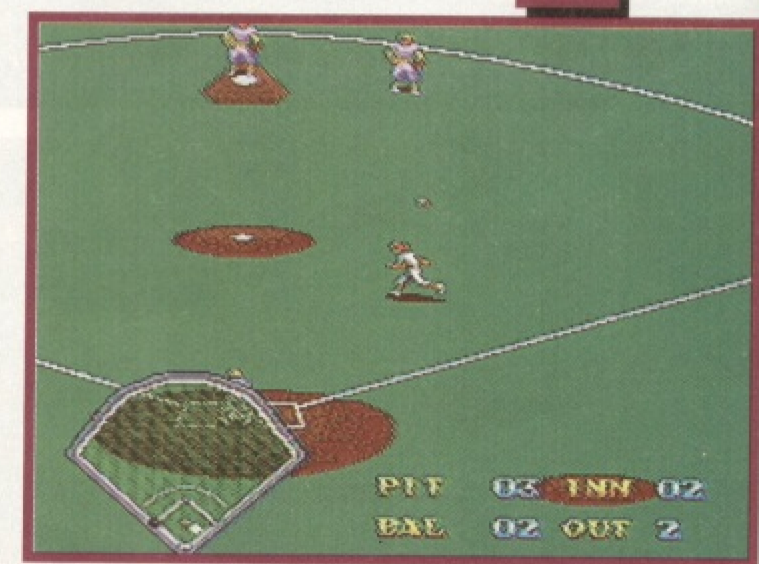
Cal Ripken Jr. Baseball

Step up to the plate and slug it out with the all-time baseball greats. Put away that popcorn, it's time to play ball.

The key to successful defence in baseball is consistently accurate pitching, and the pitcher has tricks up his sleeve. (If you're not sure how baseball works, take a look at our captions.) The offspeed pitch is a very slow ball designed to make the batter swing too early, while the fastball relies on pure speed. Deception is the aim of the curve ball — press the direction pad to swing the ball left or right, and the longer you hold it the more the pitch swings.

The quality of these pitches depends on a combination of the pitcher's Earned Run Average or ERA — the average number of runs he gives up in a nine-inning game — and the top speed of his fastest pitch. His curveball ability, fatigue rating and skill/accuracy on a one to ten scale are also taken into consideration. Batting and fielding also depend on pre-determined statistics, so check the rosters before choosing a team.

Deception is the aim of the curve ball — the longer you hold the pad the more the pitch swings.

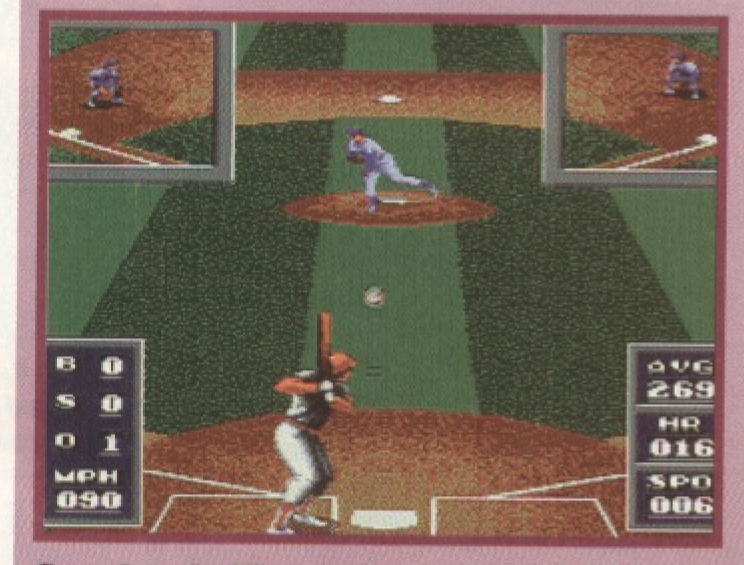


Running between bases is a critical aspect of the game, time your lead-off badly and it's back to the dug-out.

Your place or mine

There are 16 regular teams from two leagues and two All-Star teams to choose from. Exhibition games, one-off matches against the computer or a friend, are played in one of three stadia. The Thompson Dome is an indoor astroturf field ideal for speedy base runners. Power hitters love Maxwell Field; its small dimensions make it homer hitters' paradise. Pitchers have the edge at Hemphill Park, as the towering green walls stop all but the hardest hits.

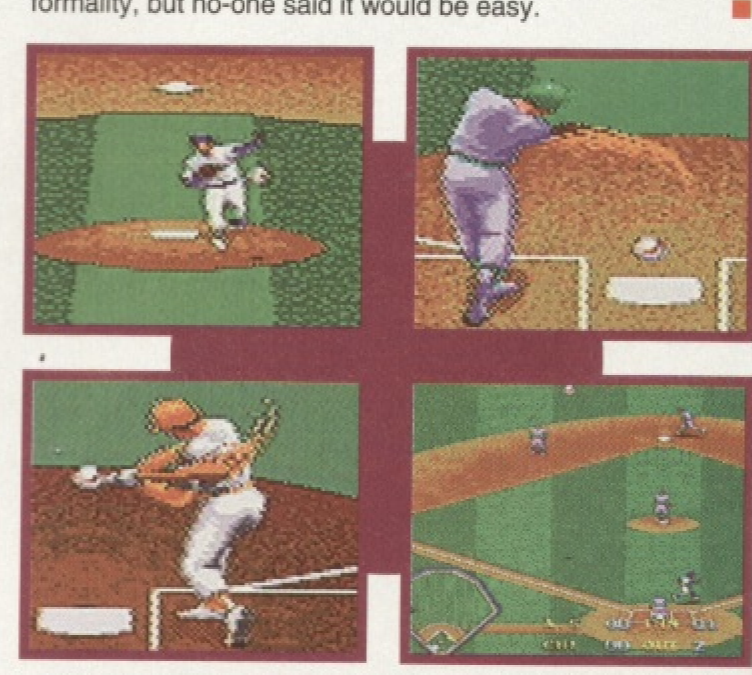
Winning the World Championship is the aim of the League option, which takes you through a gruelling 20-week season. Making it to the World Series is by no means a formality, but no-one said it would be easy. ■



Catcher's View screen

The action is viewed on two screens — the catcher's view and the fielding screen. In the catcher's view, two cutaway views in the upper right and left corners show the runners — if any — on first and third base. The count indicator in the bottom left displays the number of balls and strikes against a batter and the number of outs so far in the innings. The indicator at the bottom right records the speed of the last pitch in miles per hour.

When fielding use the radar to locate the ball (represented by a white dot) in relation to the defenders (the coloured dots).


1. Pitch fast, slow or curve 2. Mistime your swing and it's a strike (three and you're out) or 3. Hit the ball and 4. Run around the bases; clear all three and it's a run and one point.

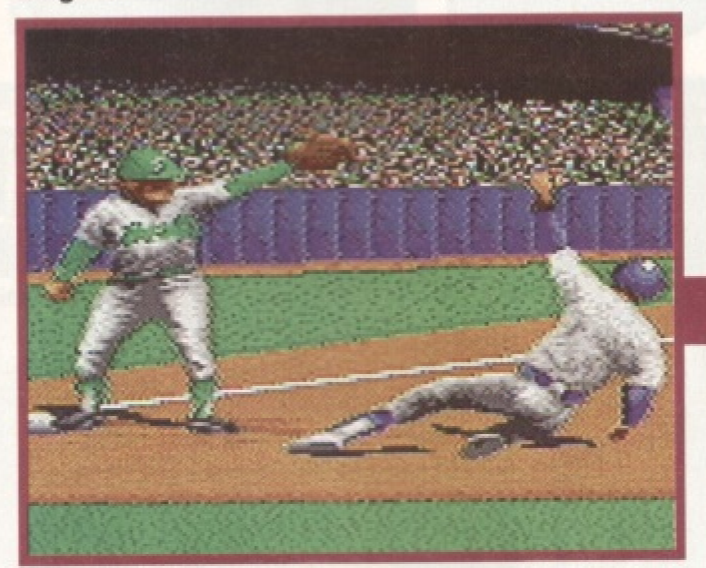
Ken Jr. Baseball

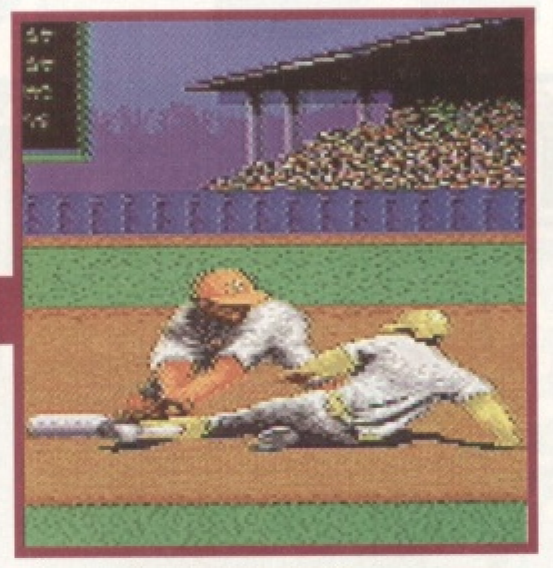


Detail is all-important in a sports sim. In *CR* you are given full individual stats for all your team.



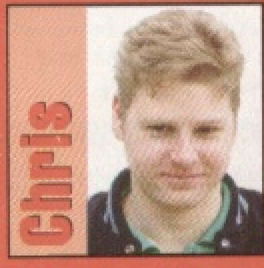
Unlike our summer game, cricket, baseball is played in any weather so choose your venue.





The most exciting thing about baseball is the close call — a borderline decision that's always disputed. In *Cal Ripken* closeup sequences are provided allowing you to judge for yourself.

'Flat and unexciting'



Chris

Take *Cal Ripken* on the Mega Drive, improve the graphics slightly, take away one game style (Home Run Derby) and you're left with a disappointing SNES game.

As with previous versions of *Cal*, the problems start with the poor presentation. For a sport with so much razzmatazz there's a surprising lack of showmanship. Hit a home run and you're rewarded with a text screen. Graphics are nothing spectacular; the animation on the pitcher and batter is smooth but awkward fielding controls make gameplay frustrating. The result is a flat game, lacking atmosphere and excitement.

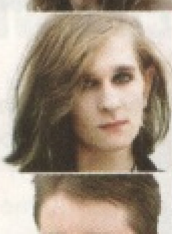
It's not all bad news. Base running is much easier than fielding, and the sampled speech blaring out the strikes in a Yankee drawl is very impressive. Put this in perspective, though, and there's only one conclusion — *Cal Ripken* is another in a long line of slightly-above-average baseball games. Save your cash for *Extra Innings 2*.

63%

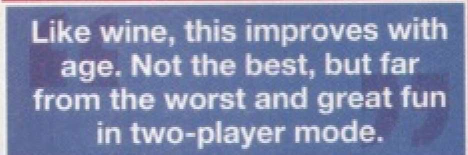
Final analysis



"I understand the rules now, and this is close to the real thing — thoroughly enjoyable."



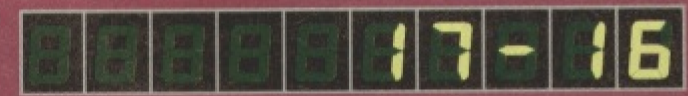
"No matter how much I play this I can't find much to say other than 'average'. Not my idea of fun at all."

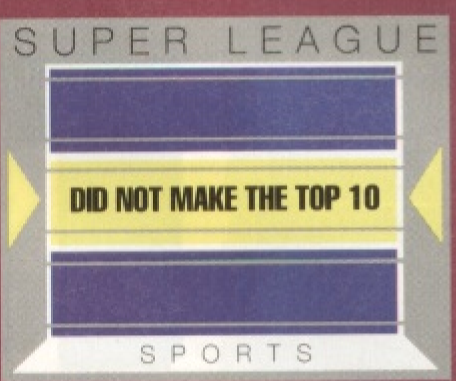


"Like wine, this improves with age. Not the best, but far from the worst and great fun in two-player mode."

Final day score

Chris vs CPU





Tough competiton in the sports league make sure there is no room for *Cal Ripken.* Graphics and playability are too weak to justify a place.

Sound



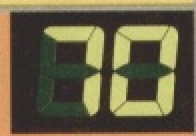
Good FX and very enjoyable sampled speech; not enough from the crowd, though.

Graphics



Great cutaway screens, but main sprites are too small. There's no excitement when a home run is scored.

Playability



Easy to learn, hard to master, just the right side of tedious.

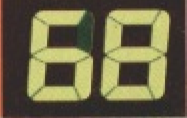
Lastability

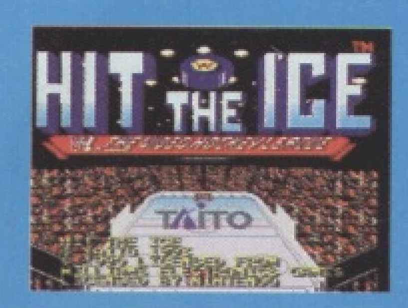


Lots of lastability for hardened baseball fans, but there are better examples of quality sports sims.

Force factor

Two players can enjoy this for ages, but in one-player mode the CPU makes too few mistakes





Sports

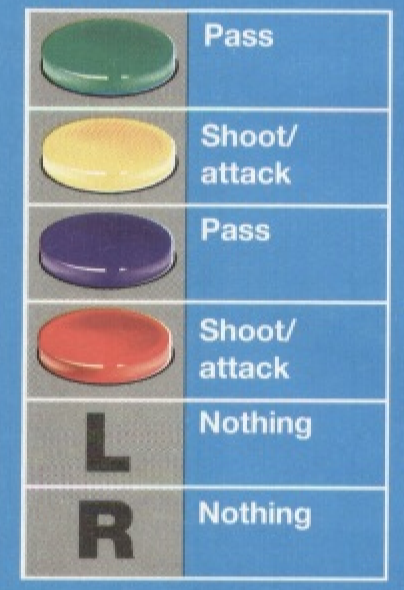
Producer .... Taito
Supplier .... Krazy Konsoles 0422 342901
Price £57
Status .... Japanese import

Players 2
Lives 1
Continues .... None
Extras .... Two-player gang-up

What the makers say...

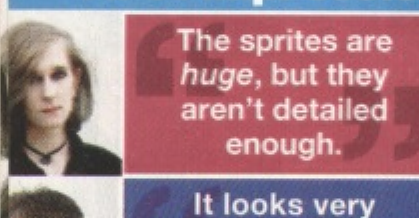
"Unfortunately, due to the last-minute arrival of this cart we were unable to secure a comment from Taito. It's nothing sinister just a matter of time."

Controls

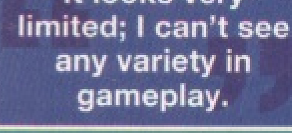


Green button	Pass
Yellow button	Shoot/ attack
Purple button	Pass
Red button	Shoot/ attack
L	Nothing
R	Nothing

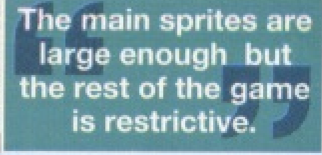
First impression



"The sprites are *huge*, but they aren't detailed enough."



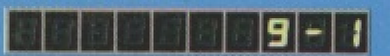
"It looks very limited; I can't see any variety in gameplay."



"The main sprites are large enough but the rest of the game is restrictive."

First day score

Simon vs CPU



Hit the

Americans have a saying: 'I went to see a fight and a hockey game broke out.' Taito's *Hit the Ice* gives us a clue why...

Remember the *Hit the Ice* arcade machine, in vogue for all of five minutes a while ago? The SNES game is basically the same thing. Slide around a playing area which seems the size of a 5p coin, execute power shots for a surefire goal, and jam your stick in the other players' faces. The screen then shrinks to a close-up on two of the competitors, who proceed to beat each other up in bare-knuckle fisticuffs.

Duelling aside, you can play against either the SNES or a big beefy mate, but it's bound to be a high-scoring match until you get the hang of the strange control method and suss out when to move your goalie. After mastering the controls, get to work on the power shots. These are powered up by holding down the Shoot button until your stick flashes, then letting fly and literally knocking the goal net back a few feet.

There are only three players per side, probably because the sprites are so big and the rink so tiny, and you control them all at once, including the goalie. It's weird at first.

Adding to the weirdness, *Hit the Ice* is probably the only sports game with an octopus in a starring role. Toward the end of the match, this eight-legged perv appears, sidles up to one of the players and yanks down his trousers.

There are only three players per side, probably because the sprites are so big and the rink so tiny

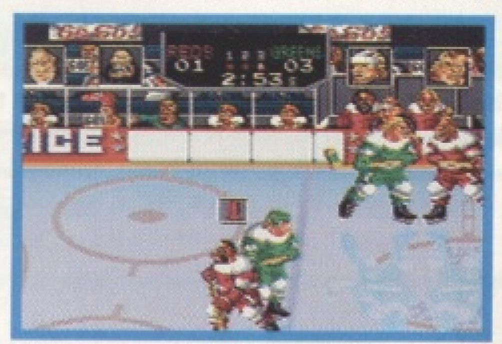
There are multiple levels, plus a cool tournament option: a tour of the USA, playing one match in each of six cities. And as well as the head-to-head two-player game, you can gang up with a mate and both play the computer on the same side. You don't lose half as many friends this way! ■



Manually controlling the goalminder allows heroic saves — and major errors.



The penultimate period in this match between teams from the US and Canada.



An octopus comes onto the rink and pulls down the players' trousers.



The reds have won the match and are celebrating in style!

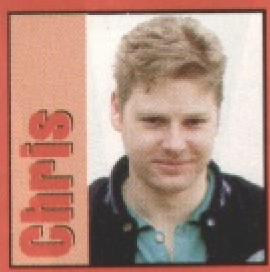


What a star, he's got a hat trick.



Activate the super shot and the puck is blasted toward the net.

'Rough, tough and very weird'



Just when you think you've seen everything an ice-hockey game has to offer, along comes one that tugs your jersey, body-checks you into the boards, and screams 'I'm different!'. But in *Hit the Ice*, this originality is often negative.

Having three brawlers on each team, rather than five, limits gameplay. There's not enough scope for passing plays, as you're confined to repetitive 'one-twos'. An automatic pass control is useful in large-team sports games, but when there's only one player to pass to, there's no skill in stringing together moves.

As with most ice-hockey games, the fighting and fouling are much more entertaining than scoring goals, and the close-up brawl sequence gets the blood pumping. Two fun touches are the super shot lifting the goalminder off his feet and throwing him in the back of the net, and the octopus jumping onto the ice and whipping down players' boxer shorts — crazy.

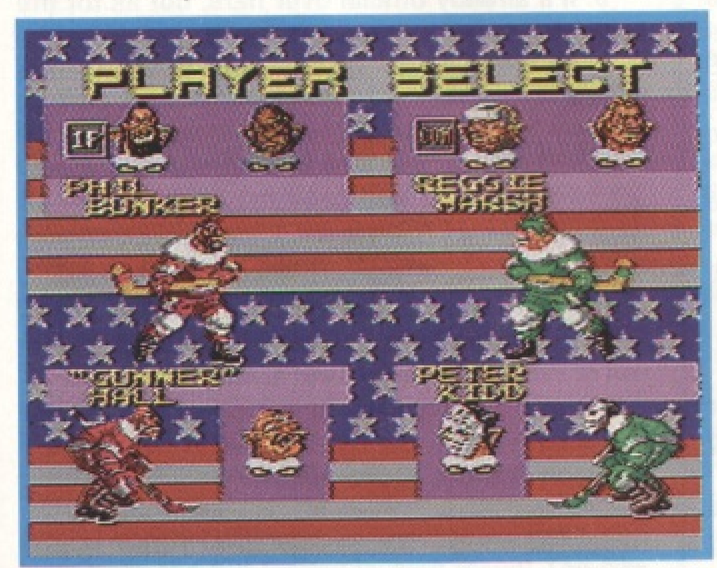
But while these twists to gameplay are fun, after two games you've seen everything *Hit the Ice* has to offer. Two-player head-to-head offers more scope for variety but still has limited lastability. I prefer more accurate sports simulations.

52%

Ice



A classic 'tackle' — punch your opponent in the head then nick the puck while he's seeing stars.

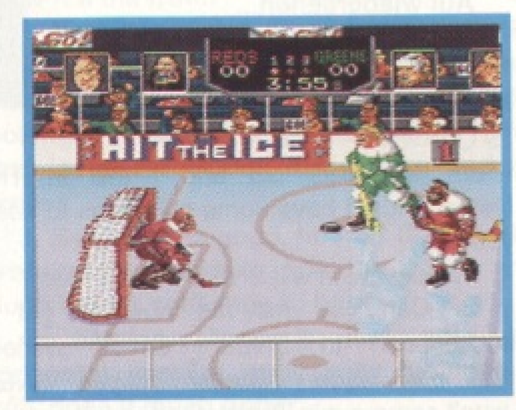


Control either of the two attacking players on your team. One's a rock-hard nutter, the other's more skillful.





After a particular bad foul a fight breaks out. The last one standing wins the brawl.



The greens have the puck and are on the attack. Watch for the Super Shot.



There are a variety of teams to play represented by stars on this USA map.

Final analysis



"There's no depth of gameplay after all. Once you've got the power shots sussed, *Hit the Ice* is too easy."



"Abysmal animation and terrible gameplay — this should never have been released."

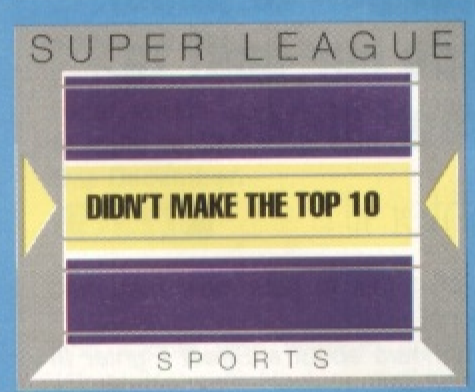


"Such a puerile game — don't even consider handing over any money for this. It's appaling!"

Final day score

Simon vs CPU





With only three players and a limited range of moves, *Hit The Ice* has neither enough lastability or playability to make the league.

Sound



Jolly tunes, supposed to hype the action, just irritate. Needs digitised samples or more crowd involvement.

Graphics



Gigantic sprites with little detail, uninspired backgrounds and awful animation.

Playability

40

It's certainly frantic, but play relies more on luck than on skill.

Lastability



Tedious after the first game; two-player is marginally more interesting.

Force factor

A lacklustre conversion of a disappointing arcade sports game. Not enough variety in gameplay.



Special Delivery

...is your forum — ideal for discussing absolutely anything happening in the 'big wide world' of SNES gaming. Put pen to paper and we'll do our best to feature your views.

Street Fighter III?

Please can you print this in your new mag and answer my questions.

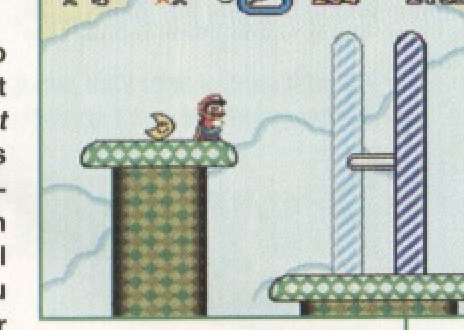
1. I've heard rumours about a *Street Fighter III* being made. Is this true?

2. What is the best platform game on the SNES except *Super Mario World* that has a decent price?

3. There are five entrances to Star Road on *Super Mario World*. I have only found four: The Donut Plains, Vanilla Dome, Forest of Illusion and Bowser Valky entrance. How do you get to the one that sits on an island in the middle of the sea?

I hope you can answer my questions.

■ **Calum McKinlay, Edinburgh**



There is a sequel to *Street Fighter II* but it's called *Street Fighter II Turbo*. It's a completely reprogrammed version of the original game, enabling you to play all four boss characters at an incredibly fast pace (see our exclusive review on page 28 for more details).

Our current favourite games are in The Super League™ on page 26. My recommendation is *Mickey's Magical Quest* — the graphics and gameplay are awesome. *Tiny Toons* is another great game but a little on the easy side.

To reach the Soda Lake entrance grab a cape in the Cheese Bridge area, but instead of exiting, fly underneath the goal to the second exit.

chris

Déjà view

I'm writing this letter before all three of your new magazines are out so I can't say anything about them — yet! However, in the meantime here are a few questions I wish you could answer for me:

1. While watching TV I remembered the computer section on the text of Super Channel. When I turned it on I found out that they had basically copied your magazine and called it Super Force! They had taken cheats and reviews out of your magazine and printed them. Also they copied word for word your 20/20 interview with Gary Richards, the programmer of *Robocod*. The worst part is they copied your letters, and printed the names of the senders without their permission and didn't even mention N-FORCE.

If you didn't give them permission you should give them a massive kick up the backside.

■ **Max Salven, Dusseldorf, Germany**

Great to hear from you, Max, and thanks for taking the time to write. To answer your questions:

Super Channel had permission to reproduce *N-FORCE* on text pages and the service has been extremely successful.

Sorry about the tips, but first out of the postbag wins. But don't despair — living in Germany means that you get some games before we do here, so tips for those would beat the UK readers easy, and no doubt secure you that T-shirt you want so badly.

Auf wiedersehen...

simon

Dutch treat

I am 12 years old and I live in The Netherlands. I have some questions to keep you busy.

1. How much will SNES FORCE cost?

2. Can you tell me how to get a subscription to SNES FORCE without getting the first issue, because maybe SNES FORCE won't come out in The Netherlands?

3. When does the CD system come out on the SNES?

4. How much does the CD system cost for the SNES?

5. How many pages has SNES FORCE got?

■ **Mike Moorman, Holland**

1. £1.99 an issue

2. Easy, send in a subscriptions coupon after the first issue. It's a bit late now, though, seeing as you're reading Issue Two.

3. The SNES CD has no official release date yet. We expect it will be part of Nintendo's big push in 1994. When it does come out, it'll be 32-bit (not 16-bit like Sega's sad effort!).

4. Your guess is as good as ours. Better start saving those pennies... er, guilders.

5. 100.

will

Which is best?

1. When is *Street Fighter II Turbo* coming out?

2. Which of this list is the best: *Mario Paint*, *Prince of Persia*, *Another World*, *Super Mario Kart*, and *Legend of Mystical Ninja*?

3. Is *Prince of Persia* on the same as the PC version?

4. Which joystick should I get?

5. When is *Legend of Mystical Ninja* officially released?

6. Could you please tell me the Action Replay cheat to play (for the American version) with the end bosses on *Street Fighter II*?

Thank you for your time.

■ **Jan Beernink, The Netherlands**



1. July 10 in Japan, soon after everywhere else.

2. This is an unanswerable question really; it depends what you're looking for. We spend most time playing *Mario Kart*, because it's the most fun.

3. Very nearly.

4. The SpectraVideo TopFighter is the best so far, but pricey. It's probably worth waiting for the new QuickJoy programmable stick, though no price has been announced yet .

5. It's already official over here, but as for the Netherlands, we still haven't heard.

6. We'll tell you as soon as we find one that works!

carl

Turbo rumours

There are loads of rumours about *Street Fighter II Turbo*, and I'm confused. Would you please print a full list of all the facts (full name, release date, that sort of thing) and put my mind at rest?

I'd also like to know if there will be a 'best' character in *Turbo*, like Ryu and Ken in the original.

■ **Alison Francis, Kidderminster**

Happy to oblige. *Street Fighter II Turbo Hyper-Fighting* will hit Japan on July 10, and spread out across the world on import before the release

dates in other countries. The characters will be evened out, so it shouldn't be impossible to win by using Zangeif against your opponent's Ryu. There'll still be room for favourites, though.

simon

Weaver wonder

I just got your first issue and I had to write, it's brilliant! The Sigourney Weaver interview was a real change for a console mag — how did you manage to talk to her?

I used to buy other mags, but you just blow them out of the water. As soon as I've got some cash I'm gonna subscribe. Keep up the cool work!

■ **Kevin Moore, Somerset**

The best Will in the world

I'm writing to clear up a few queries I have about your mag. Why did you bother producing N-FORCE for so long before splitting? Mags for more than one machine just end up annoying everyone, with around three reviews for each console in an issue.

Also, why don't you introduce your reviewers — we like to know who they are! It helps us form opinions on their comments, so please tell us who any new reviewers are in future.

Which brings me to my next point. Is Will a boy or a girl? My mates couldn't decide either, so please enlighten us as to this strange unisex creature!

■ **Dave Butterworth, Norwich**

N-FORCE was very successful as a multi-format mag, but we felt the time had come for a change. We agree, there's more scope for full coverage in separate magazines, and we reckon the depth has improved no end.

We don't introduce ourselves because the mag's not about us, it's about games. You can get a feel for everyone's views by reading their text. Comments *are* opinions, and unlike some other magazines we could mention, the SNES FORCE reviewers aren't screaming egomaniacs! As for Will Evans, we aren't too sure either. Will tells us the name is short for 'William' but the penchant for long hair and effeminate clothing cast definite doubts on this. We'll believe 'him' for the moment, but there are several beady eyes watching the oh-so-girly one.

carl

Kombat krazy

I've been hanging around my local arcade for years, gasping at each new 'latest thing' machine. I recently bought a Super Nintendo to save on 10p pieces, and having fallen in love at first sight with the *Mortal Kombat* machine I'm desperate to know when the rumoured SNES version will appear.

Secondly, were any of the SNES *Double Dragon* games similar to the arcades?

And finally, my friends have *Dynoblasters* on their Amiga and I've seen it under the name Bomberman in another magazine. Is it any good compared with the Amiga game?

■ **Alistair Wooding, Basildon**

***Mortal Kombat* will be released this summer, and we'll have the full review in next issue! The bits we've seen look rather sexy. *Super Double Dragon* is the best of the series, but still pretty ropey. You might enjoy it if you're a diehard fan, but try it out somewhere before you fork out hard cash.**

***Super Bomberman* is just as wonderful as the Amiga's *Dynoblasters*, and even though there are only four players (you need a Multi-Tap for four-player mode) the SNES version allows you to play battle mode against the CPU. Check out the full review last issue.**

chris b

Daft question

Your mag is the best out of the rest. Please! Please! Answer my questions.

1. Is there a release date for the SNES CD?
2. Daft question, but do you think *Sonic* will come out on SNES?
3. Which is best, *Smash TV* or *Super Probotector*?
4. Is *Blazing Skies* good or @"§@?
5. Will *Jungle Strike* come out on SNES?
6. Is there going to be a *Super Mario World II*?

■ **Paul Pears, Rotherham**

,PS! I'm glad the first issue featured *Alien 3*, I love all the *Alien* films.

Hey, we weren't gonna say it, but you've got a point about SNES FORCE. Your answers, sir:

1. The official quote: 'Nintendo of America Inc will continue to focus its efforts on new cartridge-based technology for the SNES... Nintendo has consistently offered better graphics and more exciting gameplay without asking consumers to upgrade their hardware system... While other companies race to diversify their product lines, Nintendo is addressing its customers' needs with terrific entertainment software... Nintendo's corporate strategy is to develop new hardware platforms only when there is new, exciting software that won't run on existing machines.'

Translation: Nintendo are concentrating on cartridges until games start to need CD. And that's from the official press release, so you know it's the truth!

2. Yes it is a *daft* flippin' question. Sonic is Sega's mascot, so we can't really see them allowing him to darken Nintendo's door. If you're looking for that sort of game, though, hold on till next issue for *Bubsy the Bobcat* and our full review.

3. *Smash TV* is good, but not *that* good. *Super Probotector* definitely has the edge, and is a much bigger challenge to boot.

4. *Blazing Skies* is just your average horizontal scroller, only with biplanes. *Super Swiv* does it much better.

5. EA tell us they have no plans as yet to convert *Jungle Strike* to the SNES.

6. Not as far as we know, but it *is* Nintendo's most successful game, so... probably.

will

Tough question

I have had a Super Nintendo for quite some time and I have a wide range of games. However, I find many of them too easy. Would you please give me some advice on what games to buy and how long they will last?

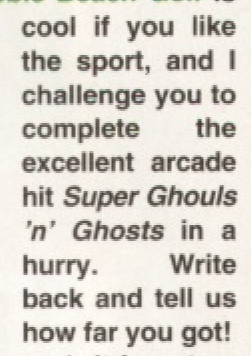
I also have some other questions for you:

1. Do you know the release date for *WWF Royal Rumble*?
2. Have you got any information on *SFII*?
3. Which cheat cartridge do you think I should buy?
4. Are there any other games for the Super FX chip yet?

I loved your first edition and hope every other one is going to be just like it.

■ **Derek Hayward, West Midlands**

It would've helped if you'd told us which games you found too easy, but you could try *Swiv* for size, *Zelda*'s pretty tough, *Pebble Beach Golf* is cool if you like the sport, and I challenge you to complete the excellent arcade hit *Super Ghouls 'n' Ghosts* in a hurry. Write back and tell us how far you got!



1. It is out as you read this, and worth a look (see the review), but don't expect a major challenge.

2. No, we haven't.

3. I'd be inclined to go for the Action Replay — it's more versatile,e with the 'find-your-own-codes' facility.

4. There's *FX Trax*, an on- and offroad sprint racer, which uses the SFX2 chip. It looks similar in style to *StarWing*, and comes out in America this December.

simon

The price of knowledge

The people who want to complete *Super Mario World* (Kenneth Hockley and Kajal Shah) can buy *Super Mario World Game Secrets*. I paid £12 just so I could complete Special Zone. Now I can do all 96 levels.

■ **Anna Pasicznyh, Herefordshire**

Hope we got your surname right, Anna — it was a bit scrawly on the letter. Well done for completing *SMW*, but there was no reason to fork out 12 quid to complete one zone. For the price of a phone call to Ludlow you could have spoken to our ace tipster and Mario expert extraordinaire, Simon. He's happy to provide the necessary hints to get you through (Simon's gonna *love* this!).

But please, everyone, no more calls about the Action Replay codes for the bosses on *SF2*.

chris b

■ As we write this, it's hard to conceive that SNES FORCE issue one has only been on sale for four days.

Since completing that issue we've been to Chicago and back, and now we're putting the finishing touches to this, issue two (rhapsody in bottle green).

The only thing that really concerns us about *Special Delivery* is that we don't want it to become a straight Q&A section.

This month's update has exhausted our backlog of letters and now it's up to you guys to write to us with interesting and constructive mail. Let's make *Special Delivery* room with a view (sic).

Write to: Special Delivery, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

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Prices from recent issues
****not 100% SNES (ie: has NES reviews too, unfortunately)***


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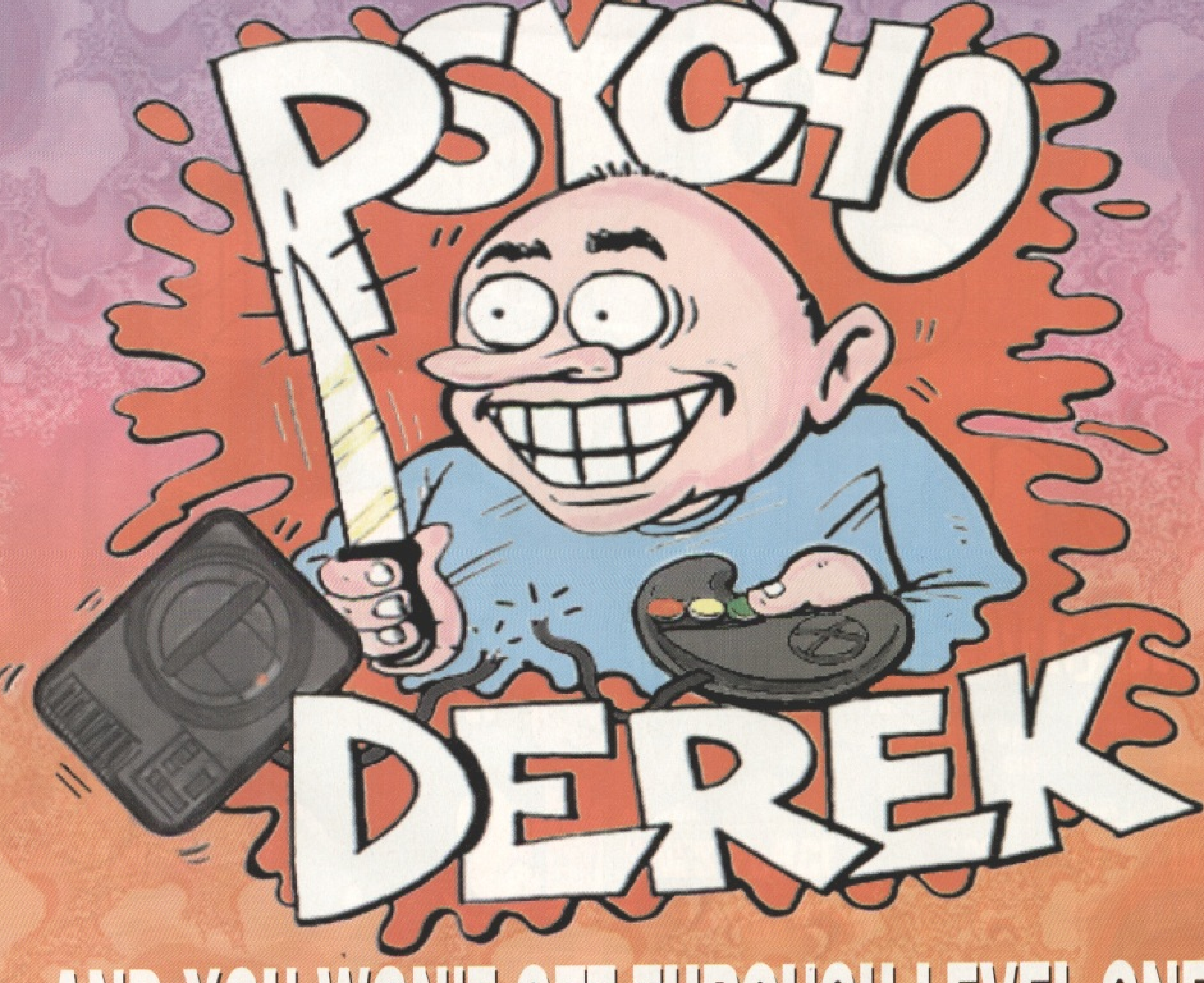
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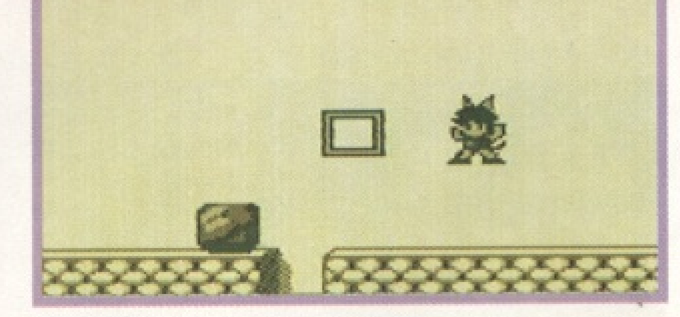


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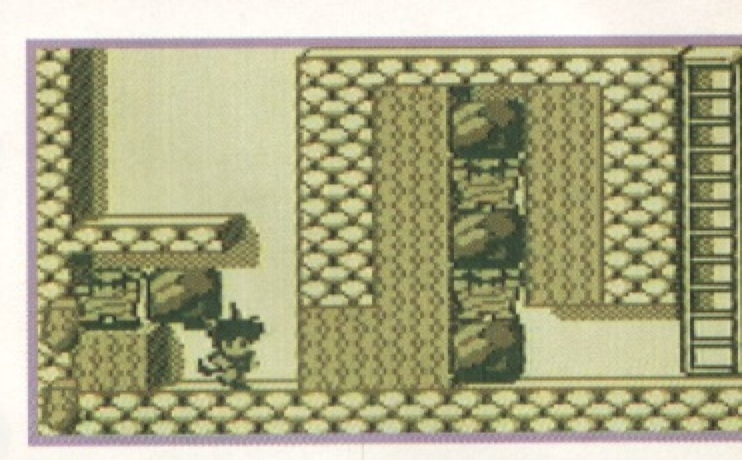
MEET PSYCHO DEREK, THE CRAP MARIO BROTHERS, POSTMAN PAT AND HIS BENGAL TIGER, LARD LAD, HECTOR RECTUM, BILLY NO MATES AND ALL THE REST IN *** ZIT COMIC *** MORE FUN THAN A FUMBLE IN YOUR UNDERPANTS



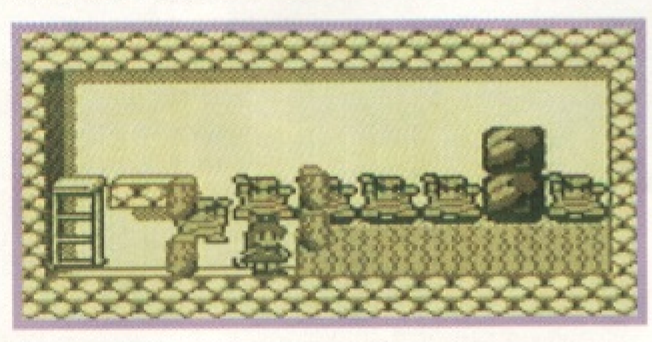
BOM! Shouldn't that be BOOM!? Whatever, our hero has been crushed by a falling rock.



Hmm… this is a highly exciting screen. There's a crumbling block and the hero seems to be floating!



The platforms and ladders game goes back to the arcades of the early 80s but this adds a new twist.



The great thing about *Power Paws* is if you make a mistake you can just press rewind and start over.

Power Paws

Catgirl and Catboy find themselves lost in a labyrinth — can they escape and get home in time for a saucer of milk?

It's spooky at the bottom of the dirty, dank labyrinths. There isn't much light, and each room is full of the most horrible monsters and ghouls you could imagine. It's not the sort of place where you'd like to be alone — but that's exactly what's happened to Catgirl and Catboy. And if they want to see each other again they must solve each of the 100 rooms, disposing of all the monsters.

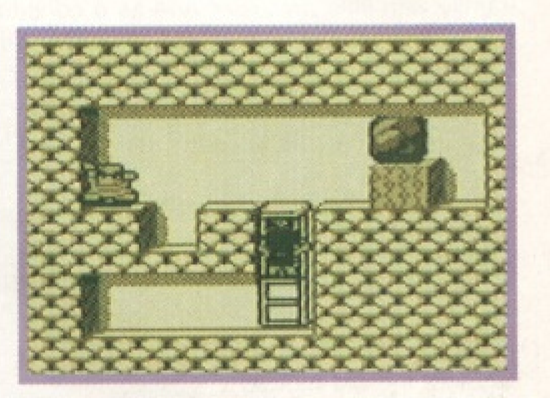
Select either Catgirl and Catboy at the beginning of each level; the only real difference is in the background music. The cats leap and purr around the screen in a convincingly feline way, popping meanies and pushing blocks.

The blocks are the key to completing each level. Three different types are dotted about the screen: unmovable ones that make up the walls and floor, pushable ones that can be shoved about to make new platforms, and disintegrating ones that disappear in a pile of rubble.

Only one block can be moved at a time, so if two get placed side by side the cat has to escape or be stuck fast. Luckily, an unusual fast-forward and rewind facility allows the player to undo silly mistakes: the Game Boy memorises every move you make and by pressing [A] and [B] you can run through what you've done until you find the error, then take another stab at it.

Out of the 100 levels, the first 20 are a piece of cake, then the action starts to hot up and the puzzles boggle your brain. The game — designed to appeal to players of all abilities — has good variety and offers an edit option where new screens can be created and replayed using the password system.

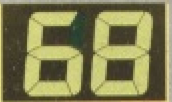
Power Paws an instantly appealing, with cute graphics and jolly ditties, and the rewind and fast-forward facility is a real bonus. This isn't the sort of game you would want to play for hours on end — the levels are too similar — but it's great for a quick bash on long journeys, and creating new levels should make the British Rail miles fly by.

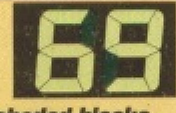


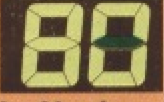
Climb up the ladder, climb down again — hours of fun guaranteed.

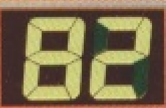


Blocks, blocks everywhere and they're all in the wrong places. Darn.

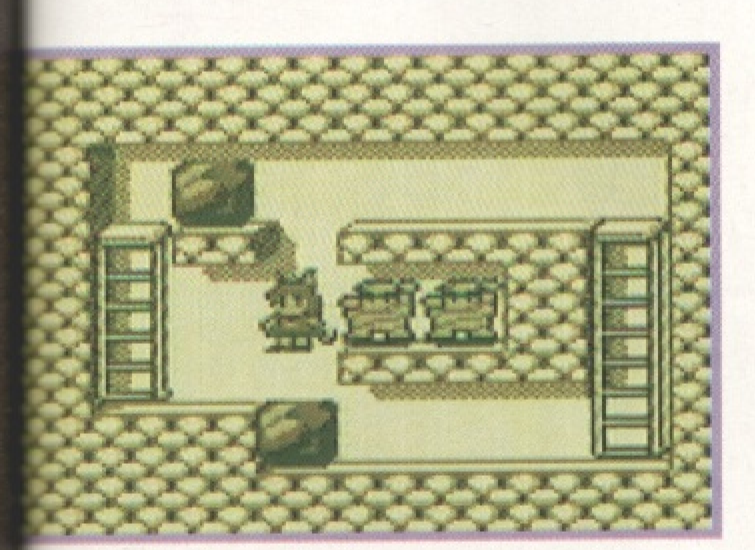
Sound  68
One tune for each character, and average spot effects.

Graphics  69
Simple cartoon sprites with shaded blocks. The monsters are nothing special.

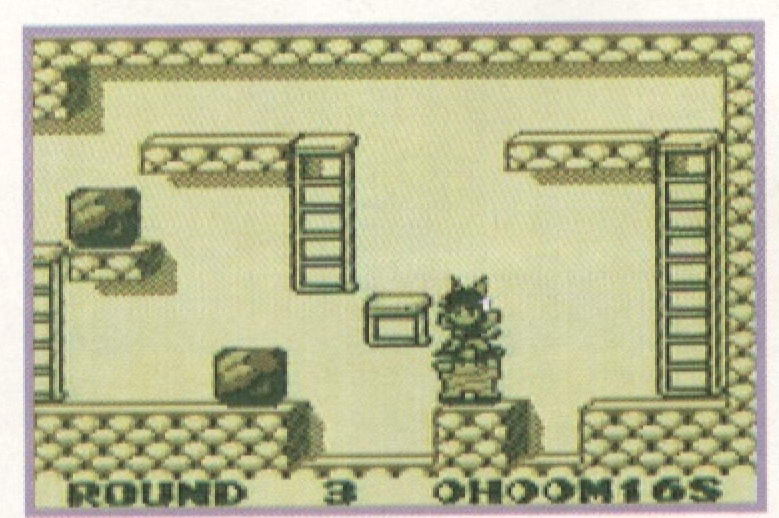
Playability  80
For players of all abilities, loads of levels, fast forward and rewind add to playability.

Lastability  82
100 preset levels and an editing facility will keep everyone busy.

Force factor  74
A simple but addictive puzzle game, fun in short bursts.

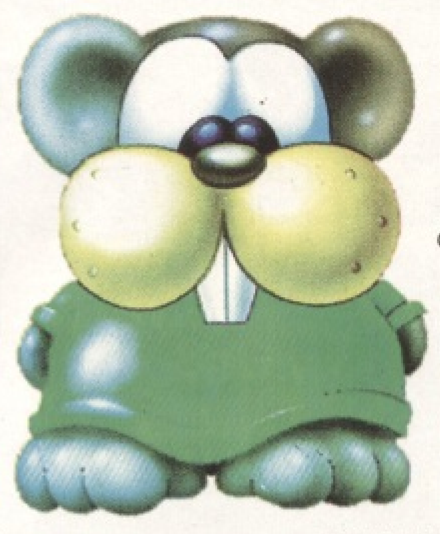


The level layouts don't look at all challenging when you start but they'll soon have you frustrated.



If you get fed up you can always practice your circus acrobatic act with the nasties on the screen.

Mice? Harmless? Elite's latest reveals rampaging rodents are anything but...

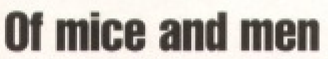


Life as a mouse is forever full of problems — encounters with cats, owls and other merciless predators are everyday occurrences. Far worse, mice — like every other inhabitant of Earth — get bored.

The Fidgetts are a country bumpkin rodent family with little patience, and as a consequence of too much rural violence occasioned, one presumes, by having so little to do Pa Fidgett decides to move his family somewhere more exciting — America. But his idea for eternal happiness goes wildly wrong.

While the family are moving (on a handy farmer's fruit truck), Pa's son Freddie disappears! Distraught at his son's absence, Pa decides to get off the wagon and search for the youngster. Alas, age is against the old mouse and he's unable to touch his own toes let alone set off into the wilderness.

There is, however, a better choice of rescuer — Frankie Fidgett, Freddie's twin brother. So, after making a quick arrangement to rendezvous later with his tearful parents and in time to catch the ship to America, Frankie leaps off the truck and ventures into an unknown conurbation.



Of mice and men

The Fidgetts commences in the sewer system of the city, with you in control of both Frankie and Freddie (Frankie having already rescued his brother) in their quest to rejoin their family at the dockyard.

But between the twinned rodents and their goal lies a variety of tricky traps and puzzles all of which, of course, have to be solved to progress in the game. The main problem is to navigate the many waterways of the sewer system, but this is nothing compared to later levels: outwitting runaway trains, piloting balloons and avoiding the daily inhabitants you thought you'd left at the farm.

With a quick press of select, you can alternate between either mouse, or you can adopt one each in the two-player link-up. This control method is vital to survival because each has his own unique abilities.

Freddie, for instance, is smaller than Frankie and finds it easier to squeeze through gaps. He's also a lot stronger, to the point where he can pick up his brother and throw him through the air — the ultimate way to solve an argument!

On the other hand, Frankie's the better athlete, so if a high platform needs to be reached, he's the mouse for the job.

Mice to see you

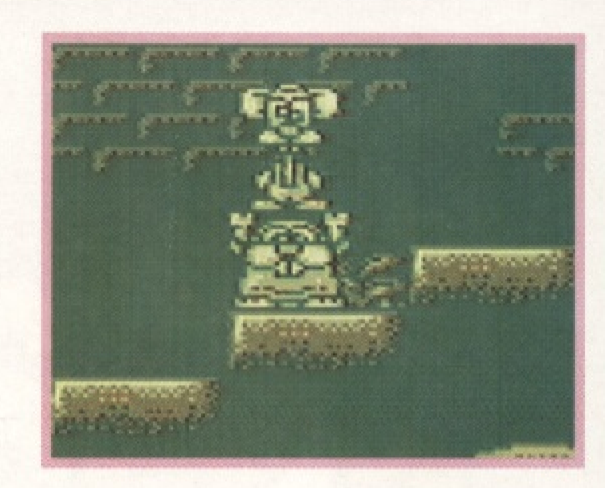
The two Fidgetts each have a catapult to use on any foe, Frankie possesses the better aim so, again, it makes sense to use him for any shooting.

The game itself is a mixture of puzzle and action sections. During the puzzle zones, your main objective is to find the exit before the timer runs out. Along the way, springs, blocks and other useful items can be collected to elude the nasties that linger about. It's not as gung-ho as it sounds; you've only a specific number of chances (represented by pieces of cheese) and one is lost with each mistake made, lose them all and it's game over.

The action sequences vary in style, but importance is based on one obvious element — staying alive.

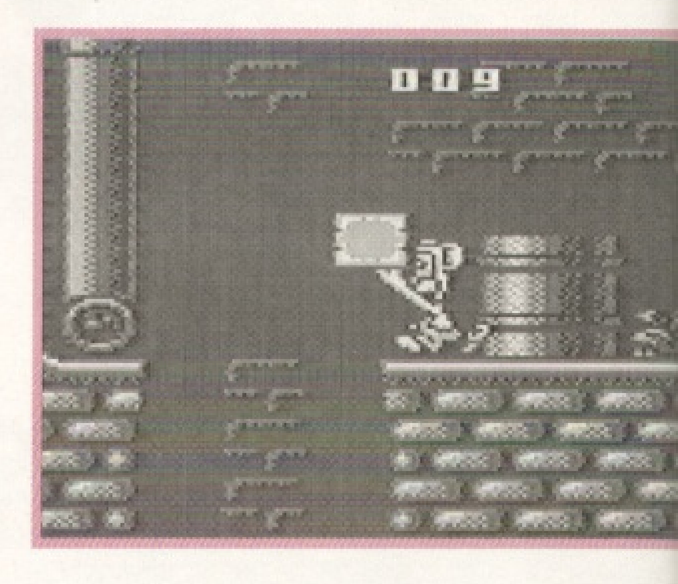
Featuring many options and fun bat 'n' ball bonus levels, *The Fidgetts* could well be the essential purchase this summer. Want to know something else? It's an astonishing 2 meg cart, undoubtedly one of the biggest to be slammed into a Game Boy yet.

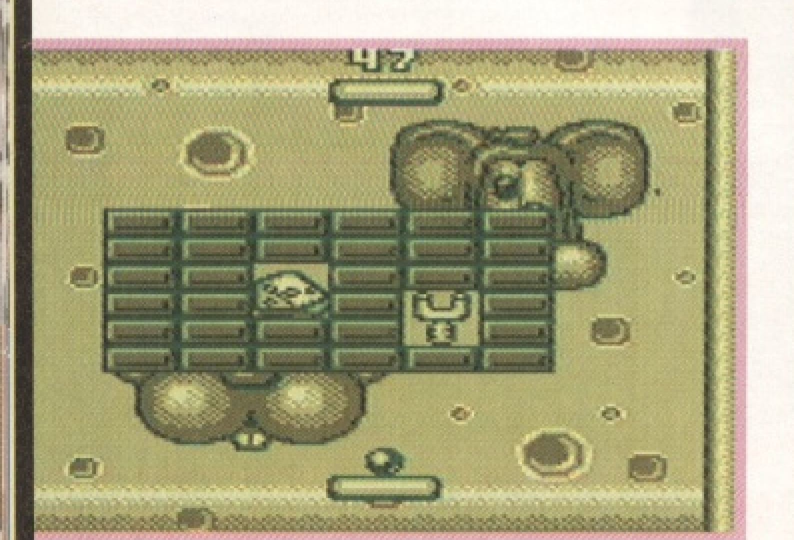
Will all its features qualify it as a hit? There's plenty of scope for a puzzle/action game with a difference, so you'll just have to wait and see.

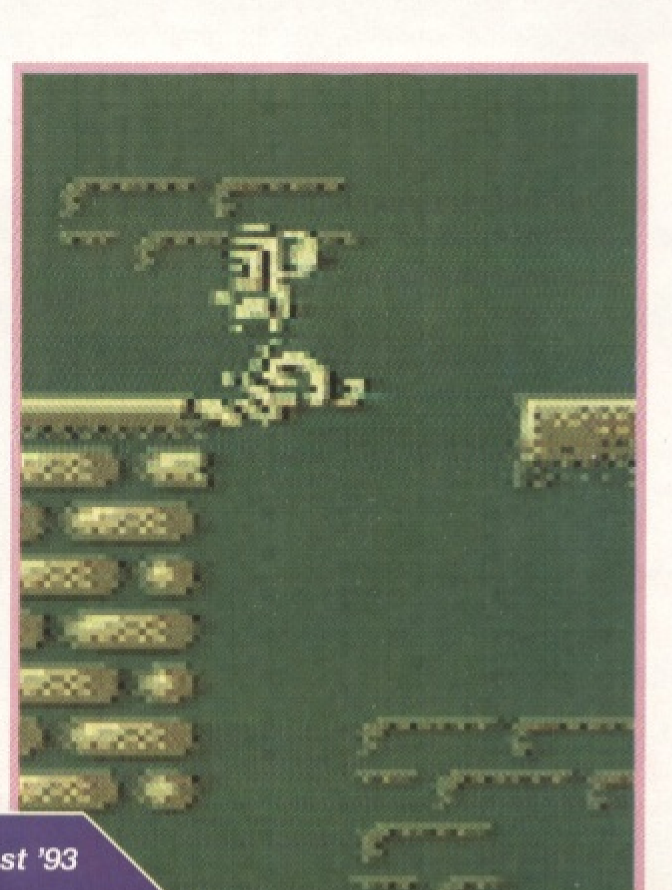




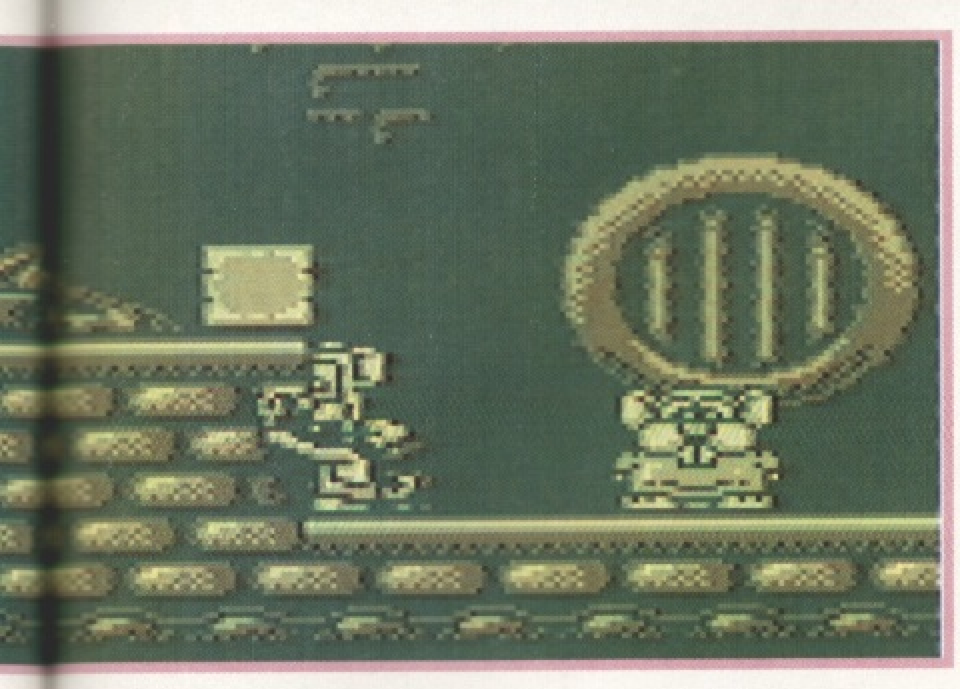
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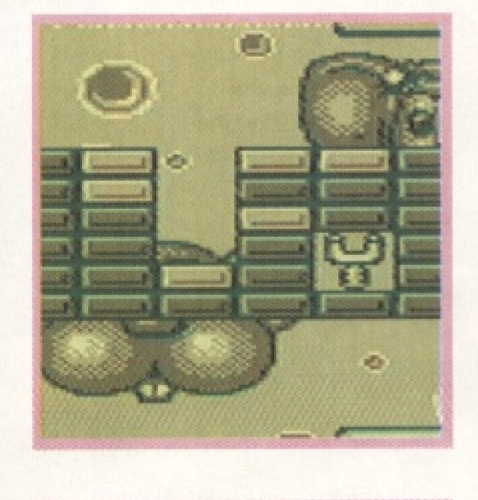


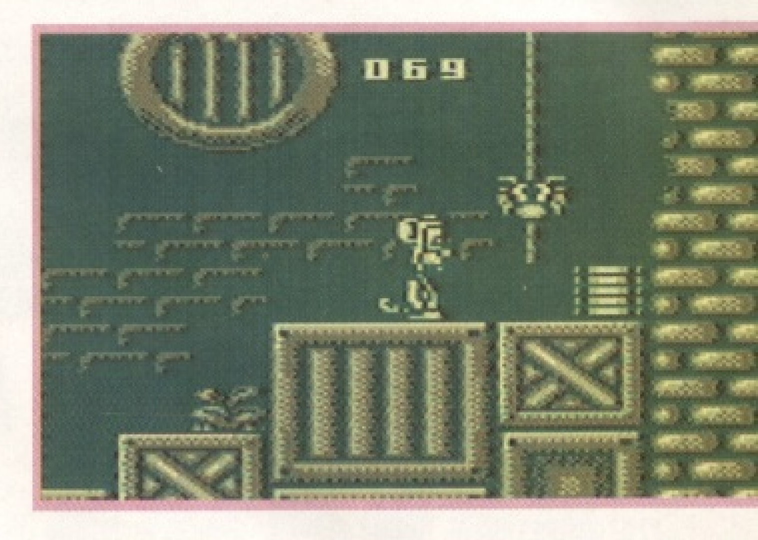


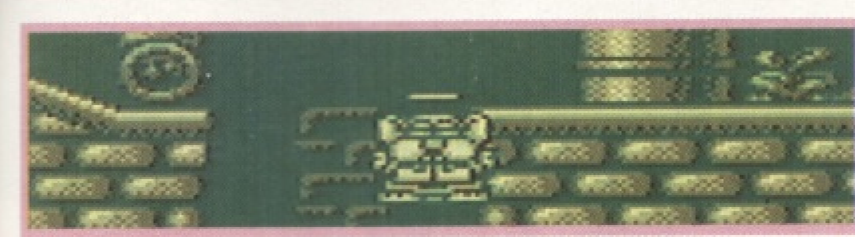








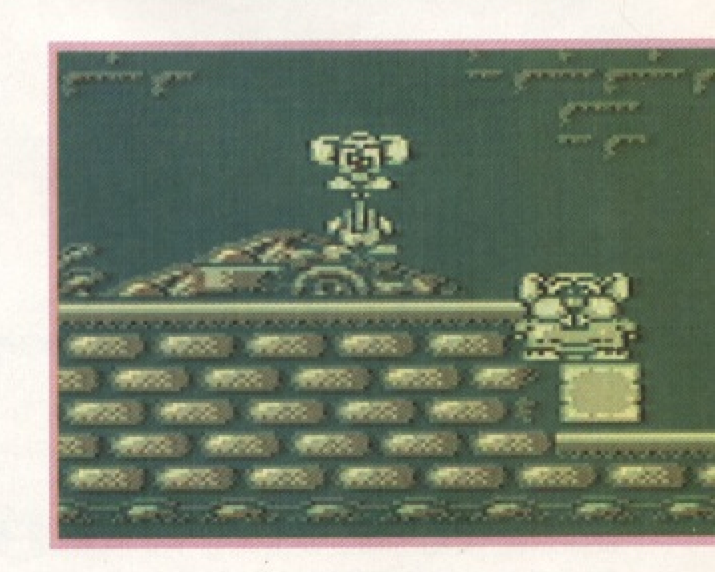




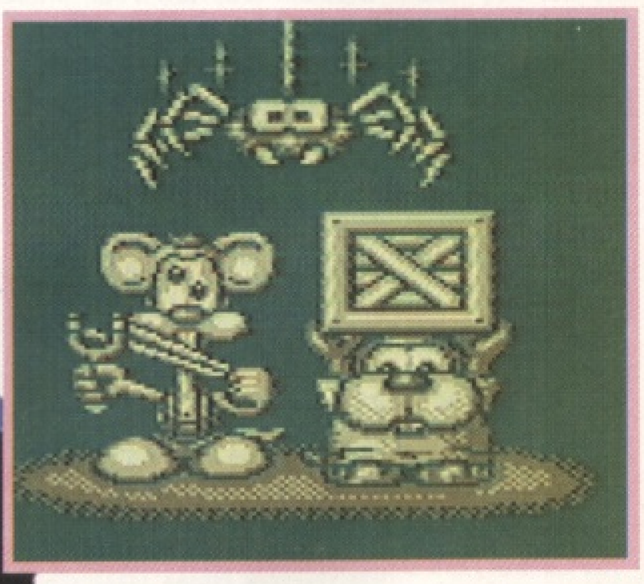




Fidgetts





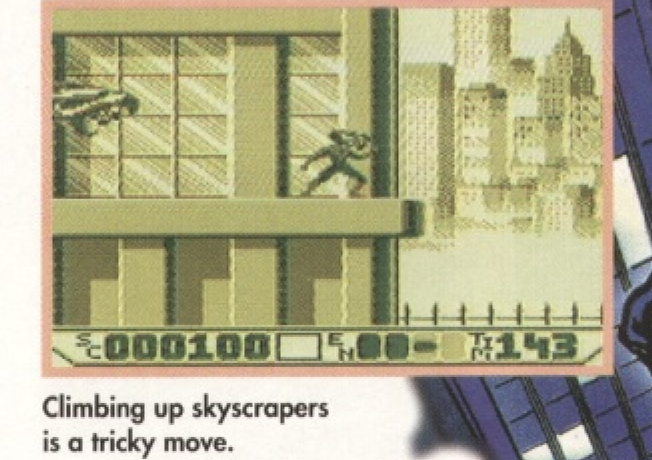






To get over this wall, master the leaping moves.

Muggers, aliens and the Ultimate Spider Slayer confront Peter Parker in his latest, much-improved Game Boy appearance.



Climbing up skyscrapers is a tricky move.

Spiderman 3

The Invasion of the Spider Slayers

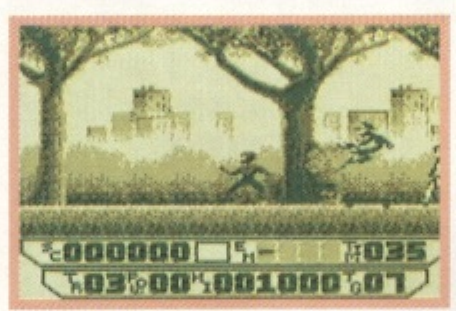
Spiderman makes his third appearance on the Game Boy in a well-constructed platformer, based on the six-part plot of the same name which appeared in two issues of the *Spiderman* comics.

Peter Parker has a nagging spider sense that he's being watched, and whenever he changes into his Spiderman costume he's attacked by robotic spider assassins. Tracking down the cause of his aggravation, he faces some old enemies like Electro and the re-equipped Scorpion, and finally trails the assassins to The Tinkler's workshop — where he faces the Ultimate Spider Slayer at the end of the game.

Spidey fights his way through five levels, with objectives given at the beginning. For instance, in the first level he's in Central Park, New York, where the objective is to despatch ten muggers within a time limit. This is easier said then done — many of the people in the park are innocent.

This time round, Spidey has many more moves than in the other games, such as ceiling-walking (very handy), web trampolines, improved web-spinning and lots more hand-to-hand combat moves to fight muggers and even an acid-spitting alien.

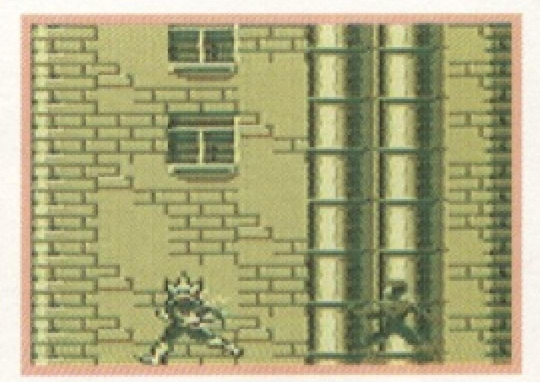
For any fan of the comics and the previous games, this is a must. Spidey is great to control, though it's a little tricky at first to work out the many moves. The animation is impressive on all sprites, and with detailed backdrops the whole game is visually exciting. Gameplay is not original, but fans of the tried and tested platform formula should be impressed — and playing for quite a while.



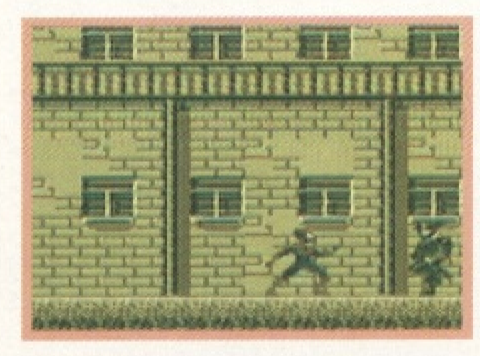
The Central Park stage: despatch or incapacitate ten muggers and go on to the next level.



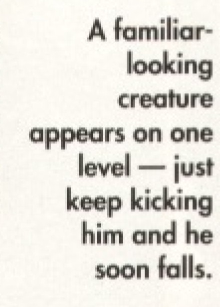
Be careful of the muggers on skateboards — get rid of them as soon as they enter the screen.



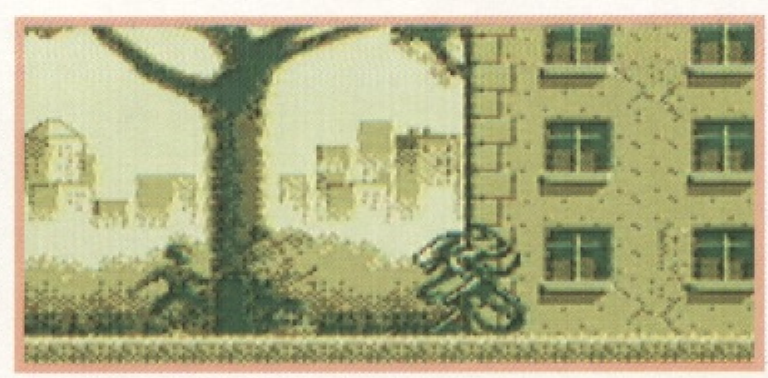
Here Spidey meets one of his great archenemies, Electro, now even more powerful thanks to the evil Spider Slayer.

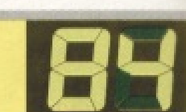


Many of the characters you encounter are innocent bystanders, for example this cop is on your side.



A familiar-looking creature appears on one level — just keep kicking him and he soon falls.



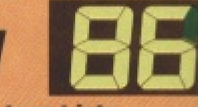
Sound  84

Nice tune, average FX.

Graphics  93

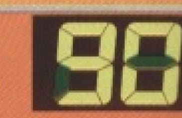
Detailed sprites add a lot to the game.



Playability  86

Great to control and easy to get into.



Lastability  90

Enough to keep you coming back for more.

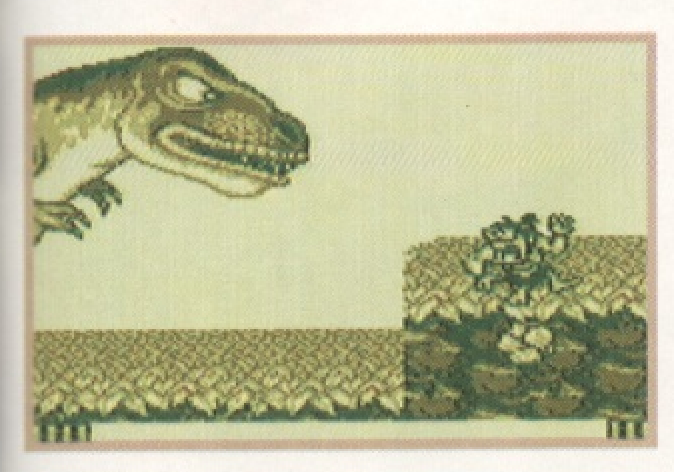
Force factor  89

Another excellent Spiderman game with plenty to offer in every department.

If you're having problems with the Neanderthal duo, check out this guide to the bad guys and the best tricks.

Joe & Mac Caveman Ninja

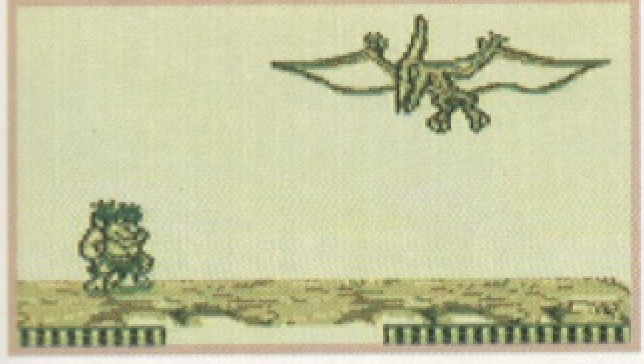




Tyrannosaurus Rex He's a particularly vicious beast, who walks backwards and forwards spitting cavemen at you.



Man-eating plant Whatever weapon you throw at this nasty piece of vegetation, it throws back in triplicate. Stay to the left and keep firing at it's head to finish it off.

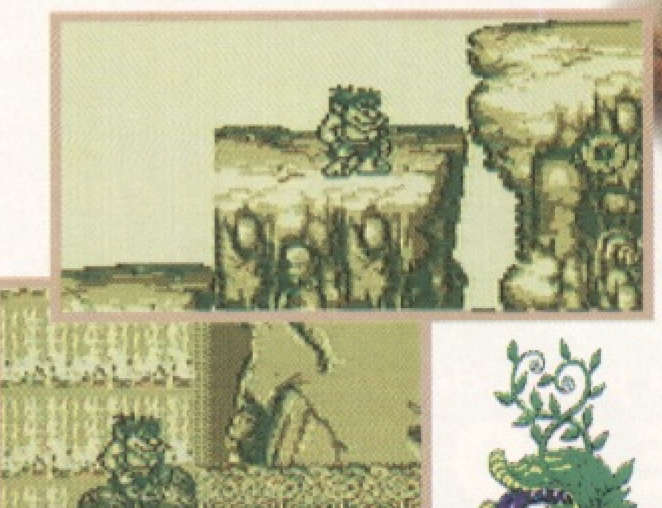


Pooteranodon This swoops down on Joe or Mac twice, then comes from one of the sides. Eggs dropped from the air turn into baby pterodactyls. Shoot constantly to knock off energy points. Try to work out the set pattern of attacks and then avoid them.

Woolly mammoth This hairy fiend stomps his feet and moves left and right, picking up rocks and hurling them at you. Rocks also fall from the earth. Stay near the end of the play area and direct fire at it's nose with a long-range weapon such as the boomerang. When it's trunk falls off, it won't be long before it's an ex-pachyderm.

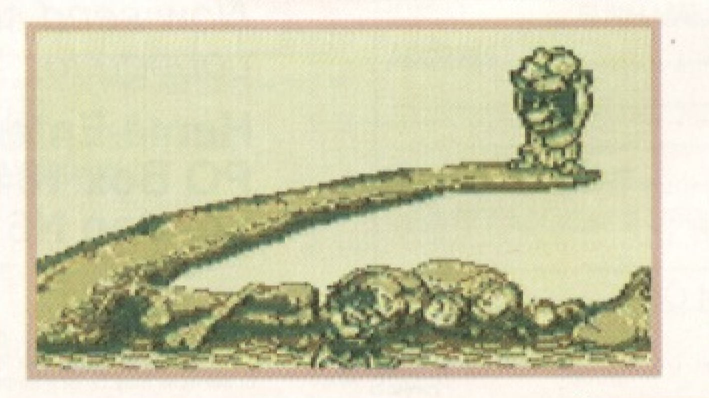
Wicked demon There are a few other end-of-level bad guys before this tricky fiend, but a lot of practice is needed to tackle this one. Deep in the dinosaur's stomach lives a demon with a split personality. It flies around, sometimes splitting into two. When it prods the dinosaur's heart, rocks fall from the air. Twin giant plant heads also fall and must be destroyed immediately. Don't be fooled if you see the devil turn into Mac — it's only a trick.

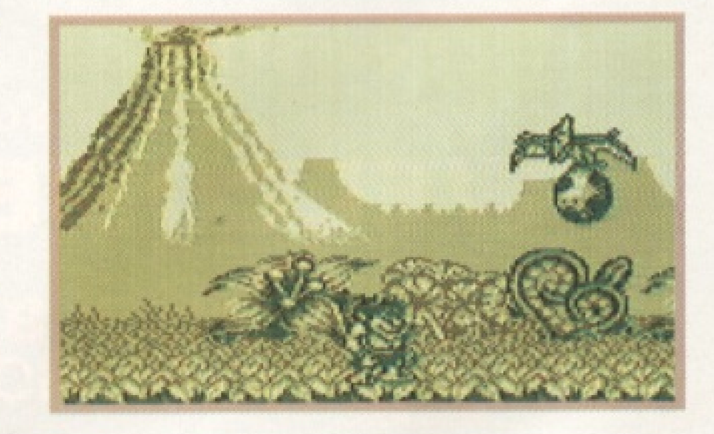












Neanderthal nibbles

If you keep boosting your energy level to maximum on all vertically-scrolling levels, you meet a friendly egg-carrying pterodactyl who gives you a bonus of some sort. But you have to catch it first.

To finish off the end-of-level bad guys, use the power-ups to your advantage by constantly doing high leaps.

The fire weapon is the most powerful you can collect. It kills all but the largest enemies.

On level six there's a bonus stage; find it by waiting underneath a rock formation in the middle of the level.

One of the hardest bosses is situated on level five. You can only attack him when he's unravelled, which means jumping over to avoid him. If you're doing it correctly you should be able to hit him twice.

The Complete solution

... is *the* most dedicated tips section. This month we feature playing guides to *Super Mario Kart* and *Star Wars* but first, part two of *Zelda*...

Index...

Calling all games players! If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money.

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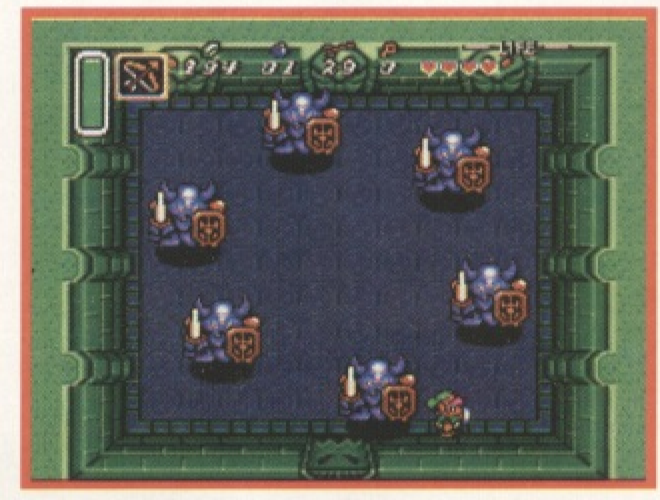
The legend of Zelda

A Link to the Past *Part Two*

Boss 1

Eastern Palace: Armos kings

Link faces six knights guarding the green pendant. As they wear thick armour, defeating them requires



working out their simple attack pattern to avoid getting hit. Attack with bow and arrows — so you don't have to get in too close — and only use the sword if you run out of arrows. When all but one is destroyed, the last turns red and commences a jumping attack. Try to hit him as he lands; again, the bow is the better weapon. Once he's out of the way the pendant is yours.

Boss 2

Desert Palace: Lanmolas

This boss is three giant worms, which jump from the



ground and attack Link by floating around the room before diving back under the soil. The best time to attack is as they emerge from the soil. Use the sword this time, as the bow proves inaccurate and wastes arrows. As they come out of the soil they shoot four rocks; stand outside the area where they emerge and you're safe. Try to concentrate on one worm at a time and get as many hits in as possible. When the last worm is killed you receive the next pendant.

Boss 3

Tower of Hera: Moldrom

This giant worm-like creature guards the last

Small Tips

Bubsy Bobcat

These are the level codes for *Bubsy the Bobcat*.

Level 1-1 JSSCTS
Level 1-2 CKBGMM

Super Mario Kart

When you go over a question mark and the icons begin to cycle through, press the [A] button to stop quicker.

Super Probotector

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]-[L], [L], [START].

Jacki Crush

For 84 extra balls type in the password as 8888885.

Assault Suit Valken

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

Out of this World

Level codes are:

1: FXLC
2: KLFB
3: DDRX
4: HRTB
5: BRTD
6: TFBB
7: TXHF
8: CKJL
9: LFCK

Desert Strike

Level codes for this



pendant. He proves tricky because of the gap running all the way round his lair. Should you get pushed over the edge you fall to the level below which doesn't cost you a life but forces you to make your way back up to start all over again . Moldrom's weakness is the small red ball on the end of his body. Six blows here kills him, though each hit increases his speed. The best tactic is to keep moving and attack as he moves away.

Boss 4

Castle Hyrule: Agahnim — first battle

By now you should have the master sword allowing you break the seal to the upper part of the castle. As you get to the top, Agahnim appears, zaps Link and then disappears through the back of the screen. Follow him by cutting the curtains in the middle of the room — you meet Agahnim for the first battle. Use the master sword to reflect his magic attack — he takes six hits before he gives up, drawing you into the dark world for the second half of your quest.



Boss 5

Dark Palace: Helmasaur King

Throw bombs at his head to blow it open. You can use the magical hammer to chip away at his head but this is much harder. When it is destroyed use the spin attack to hit the green jewel in the king's head. Avoid his swinging tail by moving into one of the corners.



Boss 6

Watergate Dungeon: Arrghus

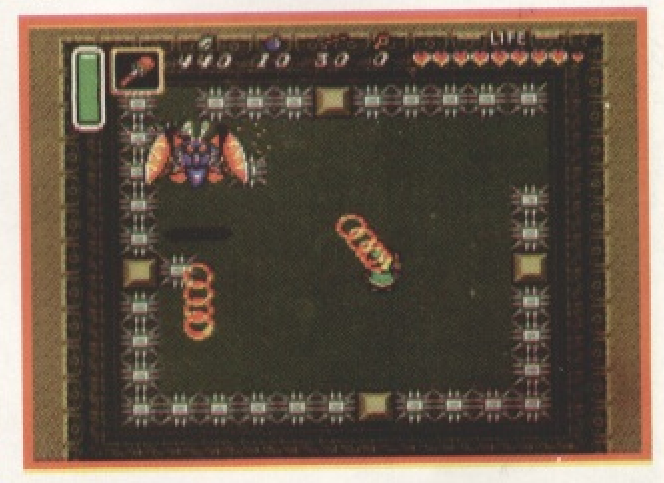
Use the hookshot to yank away the small Arrgi creatures clustered around the boss then finish them off with the sword. Now Arrghus attacks you. His attack pattern is very predictable — he jumps then crashes down trying to crush you. Use the spin attack to hit him as he lands and he is easily beaten.



Boss 7

Skull Palace: Mothula

This boss is not that tough but watch out for the moving spikes making sure you stay in the centre of the moving platform. Use the fire rod till you run out of magical power, then use the sword. The key to victory is patience. Take your time and the crystal is yours.



Boss 8

Gargoyles' Domain: Blind the thief

Your first task is to force Blind to reveal his true identity. Walk to the easternmost room on floor F1 and throw a bomb over the wall where you see a crack. Next, walk down to floor B1 and rescue the maiden. Now go to the bosses room and lead the maiden into the light; she transforms into Blind.



excellent shoot-'em-up are:
2: LZLTQHK
3: L3LLMMB
4: K8F9B3Q

Action Replay Codes

Addams Family: Pugsley's Scavenger Hunt

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

Bart's Nightmare

Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

Batman Returns

7E008C03: Infinite lives
7E008A63: Infinite energy

Best of the Best

Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

Cool World

7E021B03: Infinite lives

Dimension Force

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power.
For other options, use B instead of C.

Dinosaurs

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when

To kill him, use the spin attack at his head. Every time you hit him an invincible head flies around the room. Avoid it and keep attacking.

Boss 9

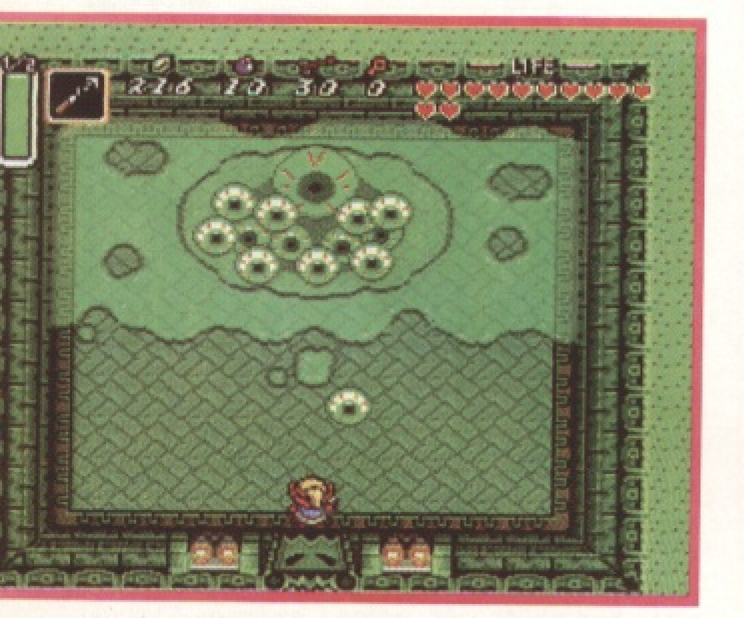
Ice Island: Kholdstare

When the battle begins, attack Kholdstare with the fire rod eight times. As he thaws out, use the fire rod and the sword while dodging the falling ice balls — the fire rod alone uses too much magical power. Using this method you should defeat him very quickly.

Boss 10

Misery Mire: Viterous

Stand at the side of the room and knock away the attacking eyeballs. The best method is to use the sword as the bow is very inaccurate. Watch out for Viterous' energy-sapping lightning blasts and don't go into the water. When there are only four eyeballs left he makes one last charge. Use the spin attack and he crumbles before you.



Boss 11

Turtle Rock: Trinexx

You need a few bottles of health medicine — and more importantly magical medicine — to overcome this boss. Use the ice rod to hack at the left head then follow up with the sword. Next, use the fire rod on the right head doubling up blows with the sword again. Once both heads are destroyed, the Trinexx transforms into a long creature. Use the spin attack at his midsection to destroy him.



Boss 12

Ganon's Tower: Agahnim — second battle

This time, Agahnim attacks with two clones. The impostors are hazy and semi-transparent so you should have no real problem knowing which to aim at. As before, use the sword to reflect his magical attacks. In this battle he doesn't attack with lightning so there's no need to worry about dodging the blasts.



Boss 13

Pyramid of Power: Ganon





Before confronting Ganon make sure you have the sliver arrows. These are the only items capable of killing him.

It is the final battle and only one emerges victorious — make sure it's you. When battle starts use the staff of Byrna to make you invincible so you can attack constantly. When he says 'En Garde' change from the magical weapon to the fire rod.

When the lamps go out relight them using the fire rod and then hit Ganon with the sword to make him turn blue. When he does shoot him with a sliver arrow. The lamps keep going out so continue lighting them and attacking Ganon with the sword and silver arrows. After hitting him with four silver arrows he's destroyed and the Triforce is yours.

Action Replay is enabled.
Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

Dragon's Lair

7E0FF903: Infinite energy

Flying Hero

7E005903: Infinite lives
7E005A03: Infinite bombs

Gods

7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy

Joe and Mac 2

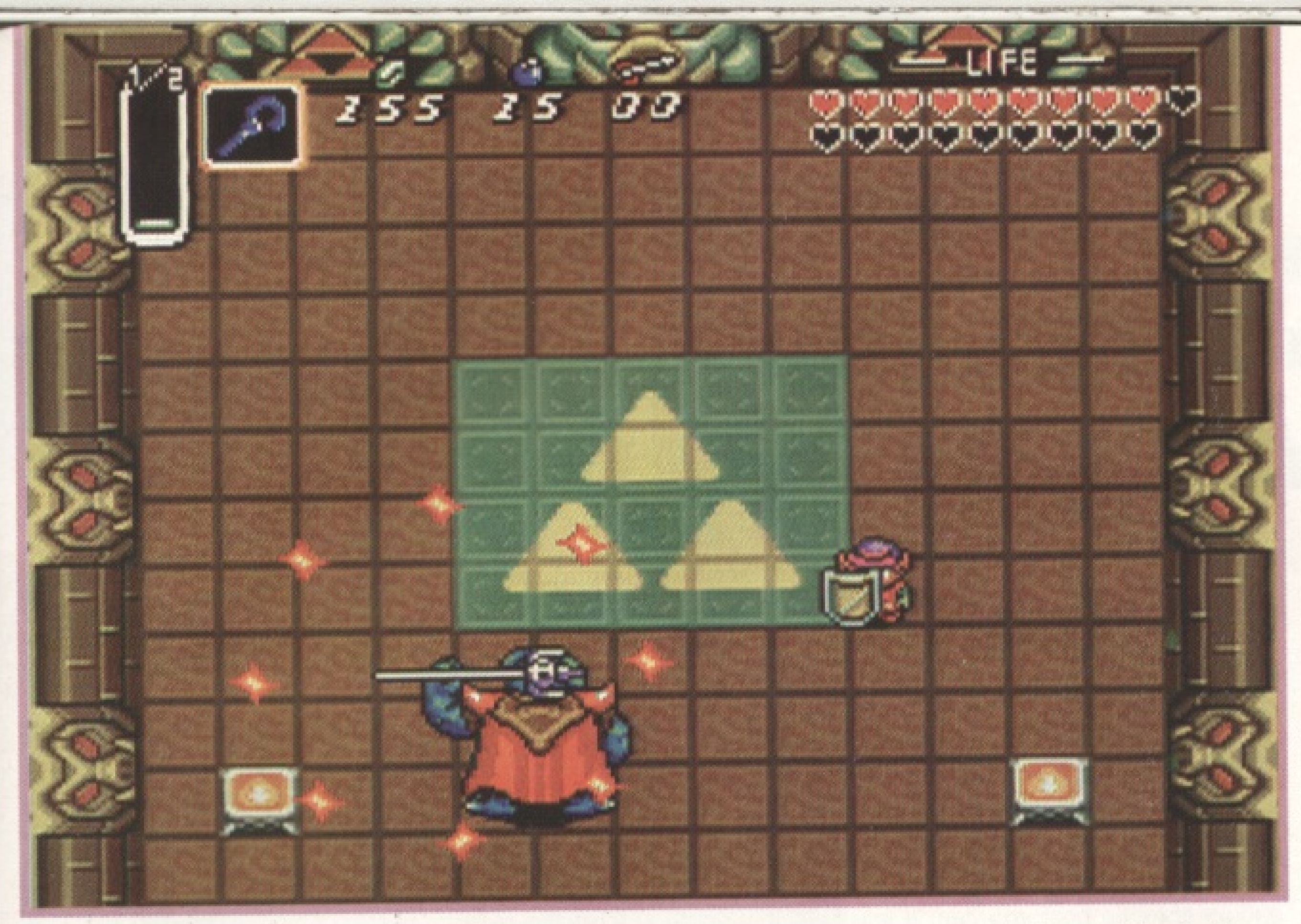
7E004202: Infinite lives

Lethal Weapon

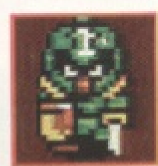
7E021E66: Infinite ammo

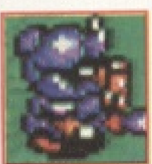
Mickey Mouse

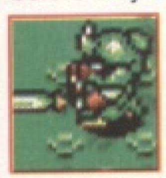
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin



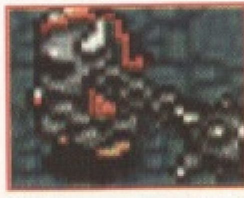
Here is a brief description of the soldiers encountered throughout.


Palace Guards: best in the game, they defend the throne room and other strategic areas of the castle, Moderately difficult to kill, they and can take several hits, although they don't dodge your shots. They don't travel on their own and there's usually two or more in a group.


Sentries: mainly found on the castle's battlements, they also pop up in the grounds, they are equipped either with a bow or a pike. If they have a bow dodge the arrow and attack while they're reloading. If carrying a pike, simply attack before they attack you; repeated hits do the trick.


Patrols: being in the army's lower ranks they aren't as strong as the other guards. They patrol looking for trespassers and criminals and pay particular attention to the village woods and the village itself. Armed with either a sword or a pike — they're easy to kill and make no attempts to dodge your attacks.

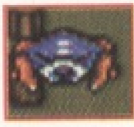

Guerrillas: the most mysterious soldiers in the Hyrule army. Hidden in the scenery of Hyrule, they jump out and attack any unwanted visitors. Bushes are the preferred concealment for swordsmen and long grass for archers. Both are easily killed with a few hits but archers sometimes try to avoid your attacks and fire an arrow in return.


Knight with Ball a & Chain: a strong soldier who swings his formidable weapon around his head to create a lethal radial swathe. They're tough to kill because of their thicker armour. Try to attack from long-range with the bow so you stay out of the ball and chain's reach.

These monsters are found all over Hyrule. Some are easy to kill others, best left alone:


Crows: congregate in trees near the dark wood, swooping down to attack any passers-by. Be ready with the sword.


Cucumbers: weird creatures found in wooded areas. They never attack but hit them and an electric shock defence takes energy off you. Stun them with boomerang, then use the sword.


Cyclops crabs: strange looking creatures that repeatedly jump about and are most common in mountainous areas. Use the spin attack when they land to kill them.


Fowl: mainly found around the village and they are not at all aggressive, so leave alone. Repeated hits result in fellow creatures leaping to their aid.

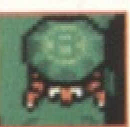

Geldmen: found in desert regions, they emerges from the sand to attack unwary travellers. They can be killed but are best avoided.


Jelly floaters: quite rare but found around Lake Hylia. When hit they break into miniature versions of themselves self all of which have to be killed individually. Best left alone.


Living statues: these creations are found in the eastern palace zone. They come alive and attempt to attack anyone foolish enough to stray too close.


Claw Crabs: These crab-like animals with two large claws used for attack. They fight aggressively and can cause quite a lot of damage if not quickly killed. Best to use the bow and kill them off at long range.


Octoroks: scuttle along on tentacles. They don't go into the water, but they fire shots at random, so watch out.


Scuttlers: crab-like animal found under rocks that run away when you try to pick up a rock. They cause no problem and never attack.


Vultures: found in desert regions, these creatures circle anyone who gets close enough to disturb them. They should be killed without trouble although your sword strikes is important.

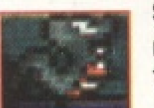

Winged chipmunks: found in mountainous regions, they're a real pain! They have no attack pattern and wander anywhere. One blow stuns for a short time while multiple hits kill them, but you're best off dodging them. They do real damage in numbers.


Zora's spawn: a distant relative of the flipper-selling Zora — but much less friendly. They stay in deep water and can appear anywhere with the missiles they shoot making swimming difficult. They can't be killed so dodge them as best you can.

The following creatures are found within the dungeons or sewers through out the game:


Rats: usually found in small groups in dark or damp areas of a dungeon. Although they just run around, they won't attack. If they touch you however, they take some energy. Kill them as quickly as possible as they sometimes leave behind cash.


Bats: troublesome if you don't kill them right away, they fly around you robbing you of energy on contact. The spin attack is the best of killing a large group at one time.


Serpents: similar to a rat in the way it moves, serpents home in on you. They're usually found in groups and, as with bats, the spin attack is best for killing a large group. If you pull a wrong lever or switch in a dungeon, loads of them drop on you.


Skeletons: most difficult of the small monsters to kill, they evade your attacks well. When they start jumping out of the way, lure them into a corner where you can score multiple hits. Two hit is usually a kill. If you have trouble killing them with the sword, the bow is a good alternative as they don't dodge arrows.


Ogres (Dark World): found in the deepest part of the dungeon, when first seen they are stationary and harmless but as soon as you approach they come to life and attack. They're invulnerable to all weapons except an arrow fired into the eye. Of the two species, the red ones take more hits than the weaker green ones.

Next month we locate the hearts, plus answer any readers' questions.

afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

Super Aleste

7E015702 Infinite lives.
7E015203 Unlimited smart weapons.

Super Ghouls 'n Ghousts

7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

Super Off Road

7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

Super R-Type

7E16E102 Infinite lives.
7E16E381 Infinite time.

Super Smash TV

7E053105 Infinite lives.
7E189906 don't lose weapon till you pick up another.
7E18A901 Player 1 is invincible.
7E18AA01 Player 2 is invincible.
7E1B3C03 Unlimited credits.

Super Mario

Getting past the early rounds of *Mario Kart* is a challenge in itself, but the Special Cup is even more frustrating. This comprehensive guide reveals the secrets and pitfalls of each track in this gruelling competition.

If you haven't qualified for them yet, use the cheat to get there without playing the game at all. Like the *Street Fighter II* guide last month, this is aimed at the more experienced player — it assumes you can perform manoeuvres like the power slide, hop and fast start. The tips can be applied to the 100cc Special Cup or the 150cc version.

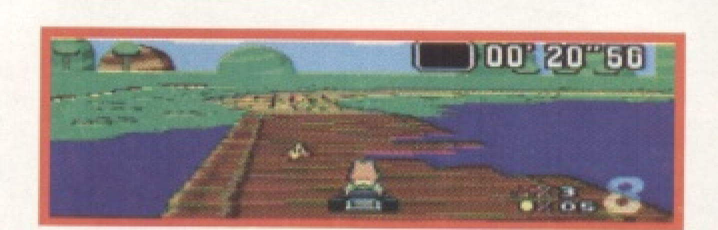


Donut Plains 3

Slipperiness: 2

This course is a tough one and can take a bit of practice. The bridge you go over first is broken on the right-hand side, so stick to the left. This is the best place on the track to lay banana skins and green shells, as the computer sticks to the left and nearly always run into your traps.

The second bridge is completely broken and must be jumped — use your power hop to do this, but don't waste a feather as it's not needed. On the last couple of corners there is gravel on the track, which



makes holding your line very difficult — if you're not careful you spin out. The last corner is the best for overtaking as the computer takes a longer line; you should apex as best you can. If you time this right you can easily pick up places here.

Timesavers:
There are no shortcuts on this course.

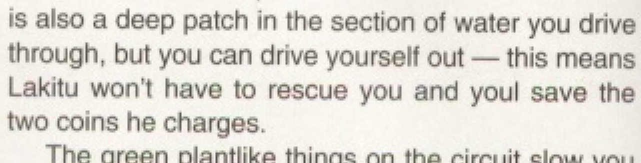
Koopa Beach 2

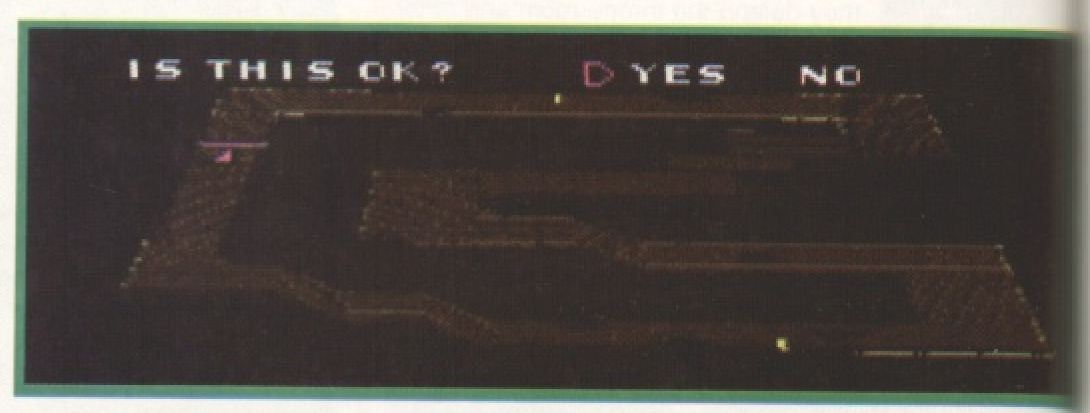
Slipperiness: 3

The second race on Koopa Beach is by far the easiest course in the Special Cup series, so make sure you get the nine points on offer. Look out for the deep patches of water which circle the island. There is also a deep patch in the section of water you drive through, but you can drive yourself out — this means Lakitu won't have to rescue you and youl save the two coins he charges.

The green plantlike things on the circuit slow you down. Don't use red shells in the water as they don't work. When driving through the small water section, watch out for the Cheep Cheep fish — if you run into them you go into a spin and lose coins.

Timesavers:
There are no real shortcuts, but you can cut small areas of water out if you have a feather. A mushroom will also let you cover the water areas much faster.





Ghost Valley 3

Slipperiness: 1

The final Ghost Valley is quite easy; the problems are the many holes. Try to remember where they are, as one mistake may mean disaster. Around the second-last straight before the start/finish line there is a booster pad; hit the jump right after going over it and you go flying up into the air, clearing any karts in your way and gaining a huge speed burst.

Also look out for gravel on the corners, which really affects the corner-holding of the kart. Try the



7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is

If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

Mole Patrol
7E07AFAA: Infinite time (switch Action Replay off between levels)

Pit Fighter
7E1124A0: Unlimited energy

Robocop 3
7E047738: Unlimited energy

Skulljagger
7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

Soul Blazer
7E1B8810: Gives 16 life points once you've reached 1000 experience points

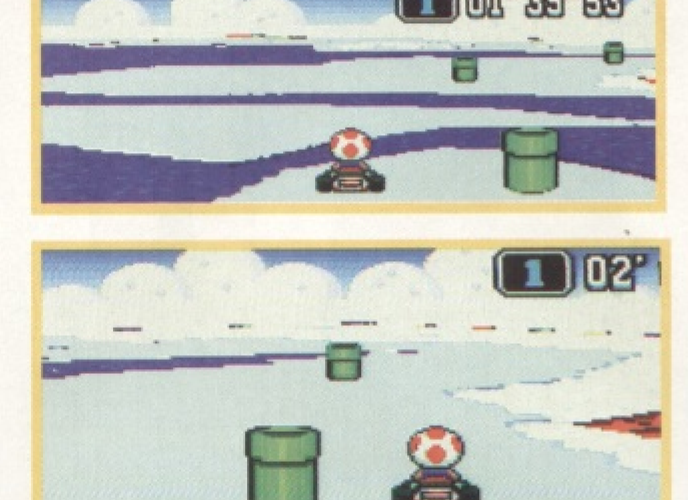
Space Megaforce
7E015202: Unlimited bombs
7E015702: Infinite lives

Spiderman and the X Men
7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

Kart

power slide to eliminate some of the slide effect.

Timesavers:
There are no real shortcuts. The booster pad is your best bet.



Timesavers:
There is a shortcut on this level which can be used without a feather, but it is quite difficult. After you go through the gap with the blocks in it, turn left and hop between the islands. When you get to the last one, if you have a feather you can jump the gap and miss out a big section of the course. Without a feather you have to steer right and head for the shore, then use the power hop — you can't cut off so much of the course, but every little bit helps.



Vanilla Lake 2

Slipperiness: 4
This course is tricky because of the surface. The ice makes cornering difficult, even in a kart with good handling. Power slides can be used to good effect here, as can the power hop — use this to jump over the corners of the water, which can really help you if the race is close (and it will be!).

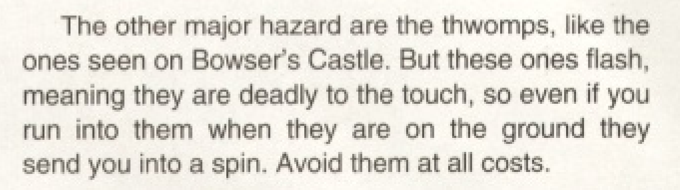
The blocks that disappear when you hit them should be avoided, as they slow you down. The best tactic is to pick a route though them and stick to it. Try to have your kart pointing straight at the gap you want to take, which saves you having to make big corrections when moving through them, hitting the blocks and losing loads of time.

The light-blue ground is okay to drive on but the white snow is deep and slows you down. As on the Mario circuit there are green pipes dotted around this course, which if hit bring you to a stop.



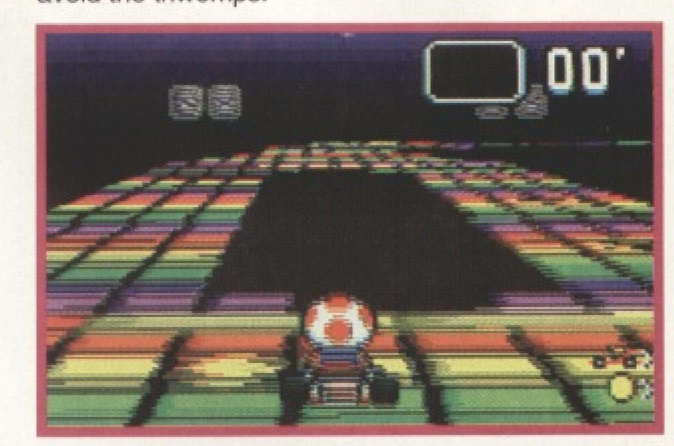
Rainbow Road

Slipperiness: 1
This is the last course, and although it looks difficult it's not too bad when you get down to it. The main problem is that the course is floating in midair and there's no barrier around it. If you fall off, not only do you lose loads of time but Lakitu takes two coins for rescuing you.



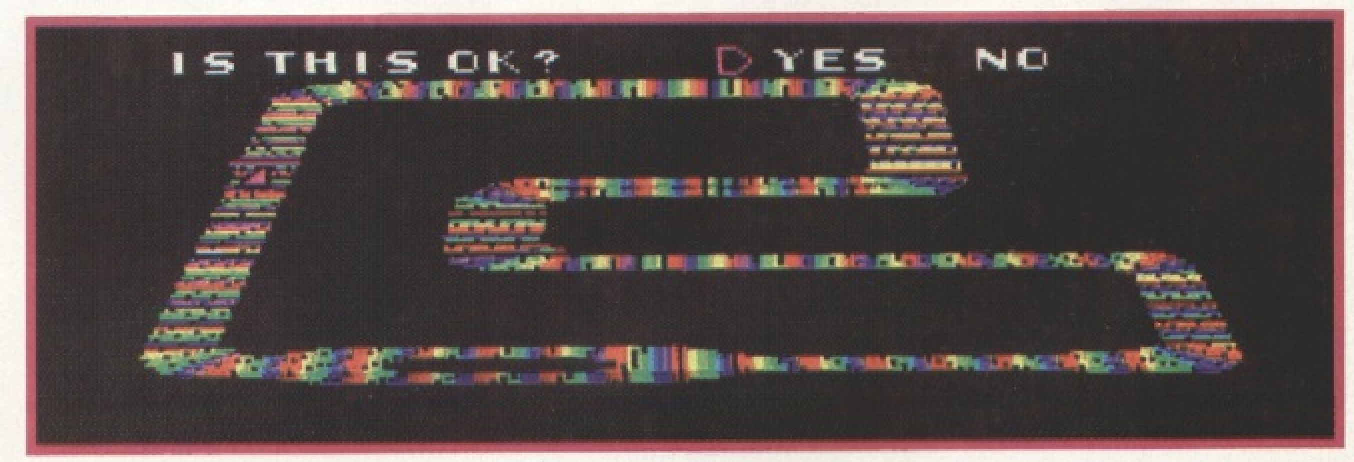
The other major hazard are the thwomps, like the ones seen on Bowser's Castle. But these ones flash, meaning they are deadly to the touch, so even if you run into them when they are on the ground they send you into a spin. Avoid them at all costs.

Timesavers:
There are no shortcuts on this, although on the second-last straight before the start/finish line, where the road splits in two, there is a jump in the middle. With a mushroom you can jump the gap, and thus avoid the thwomps.





Conquer Rainbow Road and you're proclaimed champion. Take your place on the podium, shake up the champagne and revel in the glory.



Super Battletank
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

Tiny Toons
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. Dash is always available.
7E008E04: Unlimited lives proper

Top Gear
7E1E6C03: Infinite nitros for player1
7E1E6E03: Infinite nitros for player 2

Toys
7E168E05: Infinite energy
7E168C05: Infinite lives

Wing Commander
7E169107: Infinite missiles

Xardian
7E0D2E04: Gives characters level 12

Y's II
7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

Zelda III
7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts

Super Star Wars
Complete Soloution

What are the chances of a few rebels overcoming the Empire? 100% if you follow this guide...

Level 1
Dune sea

The first level is easy enough, but look out for troublesome enemies. Throughout the level, sand birds should be killed as soon as they appear — they can swoop and do damage. Don't try to outrun them; you end up being chased by a group. The crabs, also common, shoot green blasts from their tails and should also be killed straight away; again, avoid letting a group of them attack you.



Walking through sandpits slows you down; jumping through them is quicker. Kill any baddies in the sand, as it's almost impossible to dodge them once in it. The giant crabs are easy to deal with — shoot on sight and they don't get a chance to attack. When you kill them two smaller crabs appear; kill these before they shoot.





Sarlac Pit Monster

Stick to one side of the pit and blast the creature when he rises from the sand. When he goes under again, move to the other side of the pit to confuse him.

Level 2

This, the first land-speeder level, can cause a few problems. Large black holes in the landscape drain energy, but rocks should be destroyed — they sometimes hold extra energy or jet fuel. The Jawas appear at random and take only one or two hits to kill. Ammunition is unlimited so keep shooting — you may kill one even if you can't see him. When all the Jawas have been killed, head toward the sandcrawler in the background, still dodging rocks and holes.



Level 3
Sandcrawler

The most important skill in scaling the huge sandcrawler is jumping. If you have it, use the seeker to destroy the side-mounted guns as soon as possible, because their fire can knock you off the platforms. When you reach the top of the crawler, gun turrets pop up from the metal; their shots are damaging, so kill them. Remember that you can scroll the screen slightly up and down with the [L] and [R] buttons.





Level 4
Inside Sandcrawler

This level has loads of obstacles and can be tough. Laser gates dotted throughout the vehicle are activated when you come within range; to get past them first edge forward, then use the slide to skid past before they come on. They can't damage you but if you get too close to an activated gate you have to slide back and try again. Also look out for the flames which come



Exclusive SNES Game Genie Codes

George Foreman's KO Boxing

UK SNES
Timer goes slower
566DO7DD
Timer goes faster
DC6DO7DD
Infinite Super Punch (after pickup)
6D25A704
Both players start with half energy
4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

Super Tennis

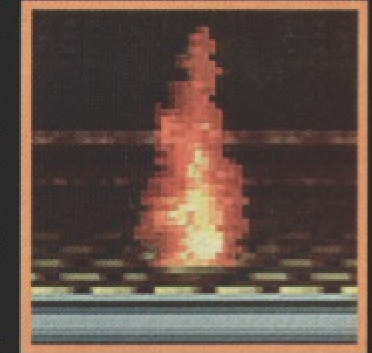
UK SNES
Use the following codes to give Super Speed to the player of your choice:
D760AFAF+D761AFAF
Matt DD290DA5
Amy DD29ADA5
Brian DD21ODA5
Kim DD21ADA5
Phil DD250DA5
Lisa DD25ADA5
John DD260DA5
Erin DD26ADA5
Myer DD2BODA5
Donna DD2BADA5
Rich DD2CODA5
Deb DD2CADA5
Hiro DD28ODA5
Colette DD28ADA5
Steve/Nancy
DD2AODA5/DD2AADA5
Rob/Yukka
DD2AADA5/DD22ADA5
Mark/Barbie
DD23ODA5/DD23ADA5

Prince of Persia

UK SNES
Freeze timer

from small circles on the floor — they *can* harm you.

The Jawas and bin-like creatures drop power-ups and extra time capsules when killed. About halfway through the level is a Gorgon-like boss firing





lasers in bursts of three. Lure it to the left, and to shoot it jump on the platform — from here you can jump to avoid the top laser and are out of range of the others.

Toward the end of the level is a wall of sand with a platform just before it. The platform falls away suddenly and unless you jump off it, it pitches you into the sand below, where you die. As you fall, push to the right and you should land safely on a platform.

Lava Beast — Jawenko

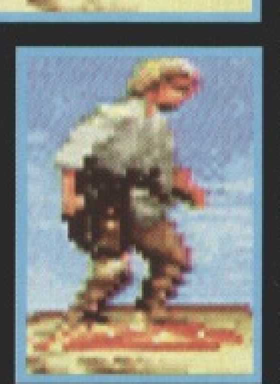
The Lava Beast is easy to kill — just don't fall off the platform. Keep shooting at the flashing red heart, and jump to avoid lava blasts.

■ Level 5

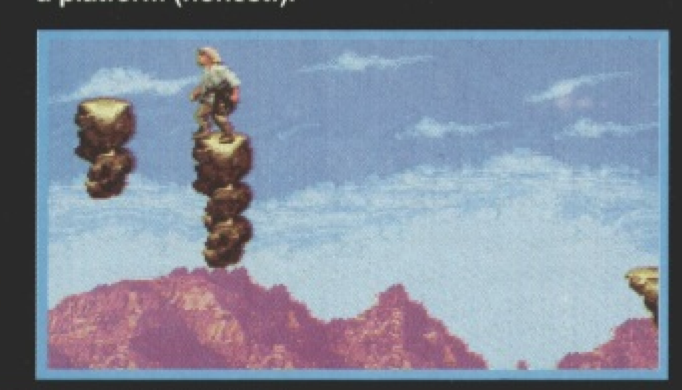
Land of the Sand People

Hazardous bottomless pits make this section one of the hardest, but there aren't many enemies. The giant frogs in the first part can be killed easily, but when they die they leave a glue-like substance on the floor which slows you down; jump it if possible. The stalactites in the cave sections explode in a cloud of sand when shot, and the sand people themselves only carry small staffs; blast them before you're in their range,





On the final jumping section there's a point where there appear to be no platforms to jump onto, but just walk off to the right — and there is a platform (honest!).



■ Level 6

Land of the Banthas

After you rescue Obi Wan Kenobi and he gives you the light saber, there is another level similar to the last, but featuring huge, attacking Bantha creatures. The ideal weapon here is a high-powered gun like the rapid-shot; otherwise, use the light saber.



Mutant Womprat

This boss is simple even with the lowest-powered gun. Stand to the far left of the screen, face right and shoot *constantly*. The rat won't get a chance to move.



■ Level 7

Sand Speeder

This is identical to the earlier land-speeder level (level 2) and the same tips apply, but there are more Jawas to despatch.

■ Level 8

Mos Eisley

This long level poses no great problems apart from the loads of stormtroopers lying in wait. They come in three forms: run-of-the-mill soldiers can be eliminated easily, but the kneeling stormtroopers fire large shells and should be killed right away, while the final stormtrooper has a huge gun mounted on a



tripod. A hit from this seriously drains energy, so kill him as soon as you get the chance or regret it.



Also watch out for the floor spikes, which take energy. At the end of this level you meet Chewbacca and can choose to control him instead of Luke, although doing so makes little difference.

6D320FA1
Start with two health points D43004A5
Start with four health points D03004A5
Start with five health points D93004A5
Start with six health points D13004A5
Start with seven health points D53004A5
Start with eight health points D63004A5
Start with nine health points DB3004A5
Start with 15 health points FD3004A5
Non-fatal injuries do no damage BAA6ADA5
Non-fatal falls do no damage 43C96D61
Non-fatal falls do more damage D4C16701
Falls do no damage (except onto spikes) 6Dc06701
All enemies have one health point C260A701+DF6CDFA0
all enemies have two health points C260A701+D46CDFA0
All enemies have three health points C260A701+D76CDFA0
All enemies have four health points C260A701+D06CDFA0
All enemies have five health points C260A701+D96CDFA0
All enemies have ten health points C260A701+DC6CDFA0
Enemies drop dead immediately BA69ADA1
Start on level 2 DFB7D46E
Start on level 3 D4B7D46E
Start on level 4 D7B7D46E
Start on level 5 D0B7D46E
Start on level 6 D9B7D46E
Start on level 7 D1B7D46E

Level 9

Cantina Fight

Han Solo is in this seedy bar, amid a throng of mutants and aliens, all of which dislike you. The creatures that turn into mini-cyclones cannot be





harmed in this form, so dodge them until they transform and then blast them. Shoot the cloaked demons before reaching their hiding places, so they have no chance to jump out and attack you.

Kalhar Monster

This one's easy with the right tactics. Stay to the far left of the screen and keep blasting so the monster cannot move from the right-hand side of the screen. If he gets close he uses his neck attack, which is really tough to avoid, so keep him to the back of the screen or pay for your incompetence.

Level 10

Escape from Mos Eisley

The first part of this level is virtually the same as level 8, so the same tips apply. Halfway through a maintenance droid attacks; to destroy him,





duck low and keep blasting. When he starts to attack with drills, wait for him to swoop down, then quickly move out of the way and blast him.

The second half is set in the Mos Eisley docking bay and is full of danger. Shoot the grabbers before you come in range. The lasers



are damaging, so avoid them when they go red — they're about to shoot. There are also stormtroopers here but they can be killed easily.

Hover Combat Vehicle

This craft is difficult without the right plan of attack. Kneel down beneath it and take out

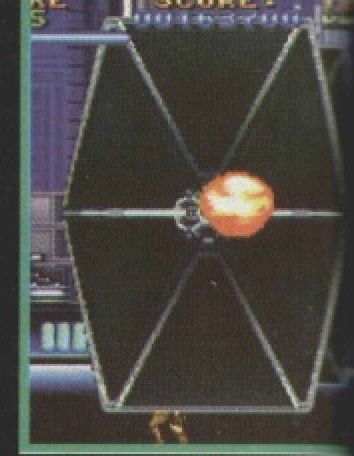


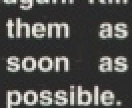
the gun; then go for the two retro rockets and finally for the gun on top, the craft's only remaining defence. Once this is gone the craft is helpless and you can shoot the two stormtroopers easily.

Level 11

Death Star Hangar Bay

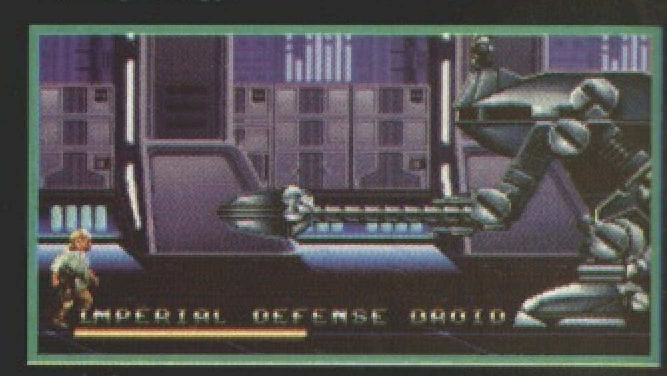
The hangar bay of the Death Star is — not surprisingly — highly dangerous. Watch out for the tie-fighters speeding past, which catch you in their slipstream and knock you back. If this happens when you're jumping a gap, you can end up falling down the chasm. The many stormtroopers on this level usually have either a tripod-mounted gun or a powerful handgun. Kill them as soon as possible.





Imperial Defence Droid

This weak spot of this huge, ED209-like creature is in the breast area but it's only revealed for a few seconds at a time, so as soon as it opens up, blast it as much as you can. When he jumps toward you, kneel down and wait for him to move away; duck to avoid his arm attack. Always take your time rather than rushing and wasting energy.



Start on level 8
D5B7D46E
Start on level 9
D6B7D46E
Start on level 10
DBB7D46E
Start on level 11
DCB7D46E
Start on level 12
D8B7D46E
Start on level 13
DAB7D46E
Start on level 14
D2B7D46E
Start on level 15
D3B7D46E
Start on level 16
DEB7D46E
Start on level 17
FDB7D46E
Start on level 19
F4B7D46E
Start on level 20
F7B7D46E

More Action Replay Codes

The Terminator

7E031F08
Infinite energy.
7E031C05
Infinite lives.

Tiny Toons

7E009E03
Unlimited energy
7E00B6A0
Dash is always available.
E008E04 Unlimited lives proper.
7E006E99
Infinite continues.
7E006B99
1 life per star.

Ultra Man

7E039360
Unlimited energy.
7E021880
Unlimited time.

UN Squadron

7E00D901
Gives player 1 loads of

Level 12

Search for Princess Leia

The search for the missing princess is relatively easy but there are some difficult spots. The huge gates which open and then crash down should be avoided at all costs: it's death to get caught under one. The spiders guarding the upper levels are easily destroyed — it's safest to kill them at long range — but the saucer-like objects moving along the floor can only be killed when they open up. Jump them, rather than risking attacks from other creatures while you wait for them to open.





Detention Guard Boss

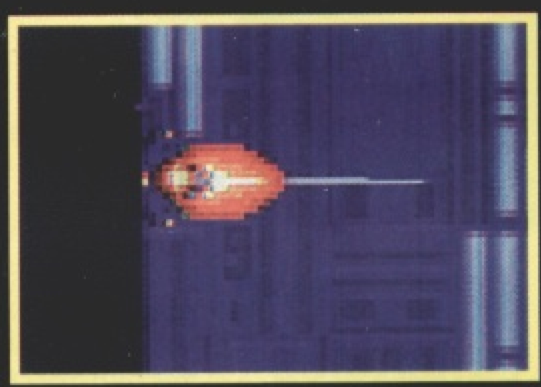
Despite its huge power bar, this is the easiest boss to kill. Duck under it and blast it when the bottom opens. Dodge the missiles and laser beam which shoot from the bottom of the craft when it opens up. When you have depleted the energy bar of this ship it explodes and a smaller version appears. This one has no power bar and only takes a few shots, but watch out for its lasers.



Level 13

Tractor Beam Core

The entire level is a tower layout, so getting to the tractor beam is mostly a test of jumping skills. There are a few stormtroopers around some platforms but you should have no problem in killing them. Lasers positioned up the core's sides can knock you off a platform, so destroy them quickly.



The Core

This is simple: duck under the moving core and keep shooting all the time. The core does shoot back but your shots should destroy them. Should any get through, dodging them is no problem.



Level 14

X-Wing Assault Above the Death Star



This is similar to the sand-speeder levels, but much harder, involving the destruction of 20 command towers and 20 tie-fighters. Keep shooting and moving till you've destroyed enough.



The final trench run

This is the final assault on the Death Star, and it's tough, with tie-fighters and trench-mounted guns shooting continuously. Keep moving at all times, but be sure not to run into the sides. When Darth Vader's ship appears (the one with the bent wings) blast it as much you can and keep moving. When he disappears, fly straight till the counter reaches about 50, then fire off two or three torpedoes.





Congratulations. The Death Star is destroyed and the rebels are safe.

money.
7E00DD31
Unlimited conventional bombs (when selected).
7E00DD02
Unlimited Mega Crush weapons.
7E00DD14
Unlimited thunder lazer.
All other weapons can be found using code 1.
7E100808
Unlimited fuel.

ZELDA III

7EF36D50 10 Hearts.
7EF37447 All Pendants.
7EF36DA0 Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001 bow.
7EF34101 boomerang.
7EF34201 hookshot.
7EF343XX Bombs, replace XX with amount.
7EF34401 Magic dust.
7EF34501 Fire rod.
7EF34601 Ice rod.
7EF34701 Bombos medallion.
7EF34801 Ether medallion.
7EF34901 Quake medallion.
7EF34A01 Magic lamp.
7EF34B01 Magic hammer.
7EF34C0X Flute or shovel (1,2).
7EF34E01 Book of Mundora.
7EF34F01 Bottle.
7EF35001 Cane of Somaria.
7EF35101 Cane of Byrna.
7EF35201 Magic cape.
7EF35301 Magic mirror.
7EF3540X Glove level (1-3).
7EF35501 Pegasus boots.
7EF35601 Flippers.
7EF35701 Moon pearl.
7EF3590X Sword level (1-3).
7EF35A0X Shield level (1-3).

The Code Collection

This month we continue our relentless pursuit to bring you every Super Nintendo tip, cheat and code. It's going to take time to get there but we're sure you'll agree it's worth it.

Actraiser (US version)

7E001D08 Unlimited energy if playing from the start of the game

Actraiser

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

Adventure Island

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

Alien vs. Predator

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

Augusta Golf

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes:

L3FHPOZNGW
NXDSF3JNXF
05TCT1SQ4B
GREBZUVSME

Axelay

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.



Castlevania IV

7E13 F410	Infinite energy
7E13 F050	Infinite time

Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

Contra III: The Alien Wars

7E1F8C01	Bombs player one
7E1FCC02	Bombs player two
7E1F 8A63	Infinite lives (player one)
7E1F CA63	Infinite lives (player two)
7E1F 8CO2	Infinite bombs (player one)
7E1F CCO2	Infinite bombs (player two)

Darius Twin

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

Desert Strike

If you're having trouble making your way through this tough strategy sim try these codes:

Level 2	3ZLHZTN
Level 3	93ZHBRH
Level 4	W8PP97Z
Level 5	W4WSP37

Double Dragon III

SZVUPAAX	Protection for Billy, Jimmy and Chris
GVEPXGGI	Extra energy for Billy and Jimmy
GVEOXK2G	Extra energy for Kanzoli
ZXEPXGGS	Less energy for Billy and Jimmy
IXEOXKZG	Less energy for Kanzoli
ZUEONGGT	Less energy for Chris
GZXUPUVS	Infinite special weapons for all
GOOPKGIA	More special weapons for Billy, Jimmy and Chris
AXOPKGIE	As above, but start with 40 special weapons
AXOONGGO	Start with 40 special weapons for Kanzoli
OZULGASX	More powerful punch, weapon and high kick

F-Zero (UK version)

7E11 5000	Always finish first!
7E00 CA08	Infinite power
7E00 5902	Infinite lives
7E0C F301	Infinite turbo boosters
7E00 CAOB	Infinite power
7E00 5908	Infinite lives

To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.

F1 Exhaust Heat

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!

If you're having a hard time keeping up with the rest of the field, this cheat really helps: when you're at top speed press [L] and [R] for a superboost up to 400kph.

Faceball 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.

On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.

7E0BD103 Infinite lives
7E035201 Next tag opens exit regardless of how many tags made so far
7E03CEXX Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

Fatal Fury

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

Final Fantasy 2

7E200803	Loads of hit points for player one
7E208803	Loads of hit points for player two

Final Fight (US version)

7EOD 6EO5	Infinite lives
7EOD 1450	Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

Gradius III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

Hole In One Golf

7E10A102 You get a hole in one every time

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath

the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

Jaki Crush

Just type in a row of fives (5555…) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'. Check 'em out, if you dare…

James Bond Jr

Try these level codes:

Level 3	0007
Level 4	3675
Level 5	9025
Level 6	1813
Level 7	3353

Joe and Mac

7E08 1A92	Infinite boomerangs for Joe
7E08 5A92	Infinite boomerangs for Mac
7E08 1AA3	Infinite fire for Joe
7EO8 5AA3	Infinite fire for Mac
7E08 1AC4	Infinite stone wheel for Joe
7E08 5AC4	Infinite stone wheel for Mac
7E08 3501	Infinite keys for Joe
7E08 7501	Infinite keys for Mac
7E08 6202	Infinite lives for Mac

To exit a level you've already completed, [PAUSE] and [SELECT].

John Madden's Football '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.

Buffalo	BBBF7G7CNR, BBBF78JF1M
Chicago	BBBF8C8JJS, BBBF8H42YP
Cleveland	BBBDDGT4N8, BBBDDN4HBP
Dallas	BBBFDP7ML5, BBBFD75N6I
Denver	BBBM6RFLST, BBBM626M75
Green Bay	BBBKCLKTFT, BBBKC9YMGY
Houston	BBBLCT7WTZ, BBBLC20XW6
Indianapolis	BBBNBNJTUR, BBBNB5LBCJ
Miami	BBBMGSS254, BBBMGW52C3
New Orleans	BBBNKYJOWY, BBBNK591Y5
New York	BBBFV21HMS, BBBFWWBKRT
Pittsburgh	BBBGY3STO4, BBBGY47J5L
Seattle	BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd — so you can see if your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knackered your machine. A closeup of one of the fans appears. To get back to the action let go of the button!

Kablooey

Here are a few level codes for this little puzzler:

Level 17	DBVG
Level 18	DPLL
Level 19	DJSK
Level 20	GBTF
Level 21	JRPN
Level 22	GBMF
Level 23	PBSS
Level 24	WPRG
Level 25	LFBG
Level 26	CVFF
Level 27	LPJC
Level 28	DBTG
Level 29	WGGD
Level 30	TJMG

Kiki Kaikai

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen should come up. Just choose the stage you want to play then start!

Krusty's Super Fun House

Here are a couple of handy cheats for all Krusty fiends. Enter the password **JOSHUA**, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.

Level 1	BARTMAN
Level 2	SMITHERS
Level 3	SNOWBALL
Level 4	JEBEDIAH

Krusty's Super Funhouse (UK version)

Here are five level codes for the UK version of this brainteaser:

Level 1	HI KIDS
Level 2	SKINNER
Level 3	SCRATCHY
Level 4	BARTDUDE
Level 5	BOUVIEZ

Lemmings (UK version)

Here are the codes for every infuriating level of the UK PAL version of *Lemmings.*



Fun level

2	FWKQCJK	3	TWXZKRM
4	JPJXFVW	5	KTJGTJK
6	HGNNNPX	7	MLLBCPQ
8	XBVCKLL	9	JWGWBBK
10	JJGKQPH	11	PWKZSXL
12	GGWWFXR	13	JPVSDSC
14	QSPRKMK	15	BXCHLQS
16	VDGQWSX	17	QGNLNFM
18	DNPFNQR	19	FQKKFHL
20	RMHDGBX	21	ZGBVCXV
22	ZXBLWZK	23	HTLDXLB
24	ZDGHTWD	25	CFHXPSM
26	PZBXCXB	27	CWLGDPT
28	WDNLSMJ	29	WBZWWCB
30	WXRRTMV		

Tricky level

1	SVZFJVM	2	BNLDXVC
3	FNGWLWW	4	RWHTQBK
5	GGVSQDZ	6	RTWHNTC
7	PBMBPFD	8	GTGCDKQ
9	KSRXKVK	10	TBHLCRC
11	XVJKXBQ	12	TMRSZMF
13	CVSDHLF	14	WXLBJBP
15	WZNFLWF	16	FVMTNWW
17	VVDRGWD	18	SRXBPPV
19	GRZHRPP	20	XTMWFCP
21	FLMTVPM	22	KSGVVWK
23	ZBPPBXG	24	WHCHBQV
25	LHDPGNV	26	HULXXTH
27	STVNDPK	28	JFTQVSX
29	SKKWSZD	30	SFLQQWR

Taxing level

1	LGJMTCD	2	BWNQXRZ
3	WGHQVRF	4	NRQKFRC
5	QRXZLSC	6	VGPDDWR
7	HPKBCCX	8	DSWLCTG
9	GWGCJHK	10	TNJVCGD
11	XKBFSBD	12	VKKCSFV
13	SJKNWWS	14	DQDGCBX
15	QTVGPTH	16	PFFFLPS
17	BPNRSMC	18	JLGKBCZ
19	PCVKZVR	20	QNWFKVZ
21	NTHZDKK	22	XQZSRDT
23	PTPMJDV	24	LXTZBHP
25	RLQGWSX	26	MHKNCDK
27	KWGCKWD	28	RKVHCBS
29	MGVJBKZ	30	QGSMMDM

Mayhem level

1	KKXSKFK	2	NNBLXNL
3	JCPMTPC	4	TNPPCLS
5	RCPKPMD	6	GXZTLVK
7	LSWHNHR	8	SDRMFLF
9	HSHQXPK	10	CHBMWRT
11	LNRGMXC	12	WPSKBXN
13	LPBDVJJ	14	BGMLGSS
15	CZLMVGD	16	KVXLSQH
17	CQSSXRQ	18	MVRPMQJ
19	PMXDHBP	20	TWQBCXL
21	WVVFXWB	22	BSLMGQZ
23	MGGLXSF	24	DXBZRVX
25	BWQNKVK	26	RTBGJWD
27	HMGDJCQ	28	QZTJHSV
29	CQLRCHF	30	GNNBJWV

Lemmings

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1	SRDTPT	2	MJDVLXT
3	ZBHPRLQ	4	GWSXMHK
5	NCDKKWG	6	CKWDRKV
7	HCBSMGV	8	JBKZQGS
9	MMDMKKX	10	SKFKNNB
11	LXNLJCP	12	MTPCTNP
13	PCLSRCP	14	KPMDGXZ
15	TLVKLSW	16	HMHRSDR
17	MFLFHSH	18	QXPKCHB
19	MWRTLNR	20	GMXCWPS
21	KBXNLPB	22	DVJJBGM
23:	LGSSCZL	24	MVGDKVX
25	LSQHCQS	26	SXRQMVR
27	PMQJPMX	28	DHBPTWQ
29	BCXLWVV	30	FXWBBSL

Tricky skill level

1	MGQZMGG	2	LXSFDXB
3	ZRVXBWQ	4	NKVKRTB
5	GJWDHMG	6	DJCQQZT
7	JHSVCQL	8	RCHFGNN
9	BJWVRCQ	10	RFPZFBJ
11	JKJBRMQ	12	MZDCDTC
13	ZVMQKXB	14	ZZRHJPL
15	JFLKJPX	16	JQXRNGJ
17	WFVBVJP	18	KWVBVJP
19	TTKLKZT	20	NNFFQPV
21	ZNXBKMP	22	QSLQWTJ
23	BGFVMFR	24	PQZWDKM
25	SBCMSJS	26	BDGQRNX
27	XPPBQWL	28	JQSPRH
29	GCLKJMQ	30	SRWGXZM

Taxing skill level

1	PQFPTBP	2	HPLHRXL
3	CPZRSRV	4	SMSWSPW
5	DXCQKRX	6	MDGMJLV
7	WZWSDMK	8	HZBCFQM
9	SPRPVHR	10	BWCBKXJ
11	WRFVJDL	12	GGBCXXS
13	TTXQXQL	14	DCBBNH
15	WCBLDQX	16	PFVFXCR
17	NKVCKDN	18	QPDDJFB
19	QBGBPSW	20	JLXJWNW
21	JLHFSRF	22	WCLJNNK
23	LVFHHMM	24	MHNNCPC
25	RNMKXLP	26	XZZSDDN
27	BBTSGZC	28	LXFLJPX
29	QKZVKFT	30	WFCSHNT

Mayhem skill level

1	XNMTWVD	2	KDTJQQR
3	VNTGWRB	4	SQDLCRR
5	JHQTCPD	6	RQXNVNP
7	CBWMMLG	8	LCVDQWL
9	KDHWTJL	10	GVNKKJL
11	DXCDGNH	12	GWJTPLW
13	LNZNHWM	14	MZXZKZC
15	RWLTTCQ	16	LGJCRKM
17	SQXKBZN	18	WXTBWCB
19	NPKNRKV	20	PZQWRGP

21	DZTHVNL	22	RMDTBFQ
23	FCSLSPK	24	RNHQXVM
25	LTGGNDXH	26	LHLTDDV
27	HCBBKHV	28	MWLGVQJ
29	GSPQCRQ	30	ZTTGRFH

Sunsoft skill level

1	TPCWFMP	2	WSJCLDX
3	PVNRCMV	4	HZSQQNV
5	KCGHCNC		

Magic Sword

7E0431A0	Player energy
7E042304	Captives energy

Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

Mystical Ninja (US version)

7E1AB002	Lives player one
7E1B6002	Lives player two
7E009699	Infinite time

Mystical Ninja

7EOO 9695	Infinite time
7E1A AF90	Infinite money (Kid Ying)
7E1B 5F90	Infinite money (Dr Yang)
7E1A B099	Infinite lives (Kid Ying)
7E1A AA99	Infinite power (Kid Ying)
7E1B 5A99	Infinite power (Dr Yang)
7E1A B299	Infinite energy (Kid Ying)
7E1A BA99	Infinite bombs (Kid Ying)
7E1A B699	Infinite bombs (Dr Yang)
7E1A B602	Infinite Yokohama Yoyo for Kid Ying
7E1B 6602	Infinite party whistle for Dr Yang
7E1B 000A	Infinite sandals x 10 (Kid Ying)
7E1B BOOA	Infinite sandals x 10 (Dr Yang)

For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.

;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +

qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

Paperboy 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

Parodius

For full power and options, pause the game, and press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), just use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

Pilotwings

Flight Area 2	985206
Flight Area 3	394391
Flight Area 4	520771
Secret Command 1	108048
Flight Area 5	400718
Flight Area 6	773224
Flight Area 7	165411
Flight Area 8	760357
Secret Command 2	882943

Populous

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

Prince of Persia (Japanese version)

7E05 0805 Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

Prince of Persia

Here's a list of codes for this brilliant Arabian adventure...

1	J5G3KPA	2	ATAKAZL
3	JZC1IJ4	4	Y3NAQN4
5	JETA5B4	6	QFZ5C3W
7	4NV55AJ	8	A1SV5QZ
9	4U3VAU6	10	INEZYNG
11	RLOZI1V	12	3CD4W3C
13	NWJPILY		

Rampart

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter **7E0A5A03**.

Ranma 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

Rival Turf

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

Road Runner's Death Valley Rally

Invincibility	7EIF IEO6
Unlimited turbo boosts	7EIF ID2O
Infinite lives	7EIF 2OO2

Robocop

If you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process infinitely!

Rocketeer SNES

Try the following passwords:

490-629-312
435-765-818
775-454-215
318-469-417
040-473-312

Sim City

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!

Sky Mission

Try these passwords and take to the sky.

Marcel LeBlanc

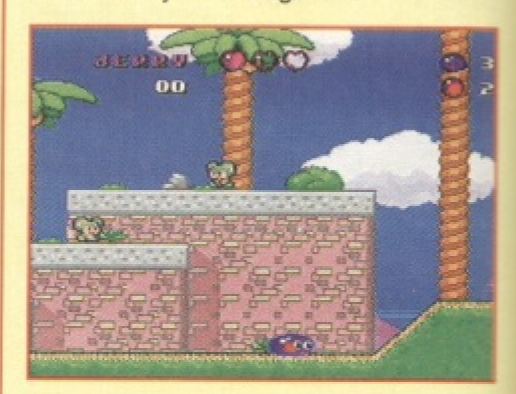
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military Medal)
G!YDZhIPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)

Last few codes

BwMIBk
mKCBw!G (Last Red Baron level)

Smart Ball

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.



Smash TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].

To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

Soul Blazer

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

Spanky's Quest

Here are the passwords to the first six levels of this great platform/puzzle game.

StarFox

Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character.

Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

Street Fighter II (Japanese version).

Effects may vary using UK or USA versions.
Magic throws player one 7EOE6000
Magic throws player two 7EOC6000
Mess player one 7EOC580
Mess two player 7EOE1580
Good dragon punch player one 7EOC2E00
Small jumps dragon punch player two 7EOE2EOO
Player one gets hit without being touched 7EOCO3OE
Player two gets hit without being touched 7EOE03OE
Gravity pulls left (jump only) player one 7EOC3OF6
Gravity pulls left (jump only) player two 7EOE30F6
Player one is invincible 7EOC2BBO
Player two is invincible 7EOE2BBO
Player one loses all his energy then becomes invincible 7EOC2BOO
Player two loses all his energy then becomes invincible 7EOE2BOO
Two special moves at once for player one 7EOD8000
Disappearing dragon punch for player one only 7EOD8001
Strange throws player one 7EOL1230
Strange throws player two 7EOE4230
Player one gets a perfect 7EOE2BB8
Player two gets a perfect 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw. 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief! 7EOCO3OC
Zangief's death-dealing combo player two 7EOE030C
Stunning flame death player one 7EOCO3OE
Stunning flame death player two 7EOEO3OE
Player one gets nine million points for dragon punch 7EOC23BO
Player two gets nine million points for dragon punch 7EOE23BO
Dragon punch kills with one hit player one 7EOL23AO
Dragon punch kills with one hit player two 7EOE23AO
Faster moves player one 7EOC5600
Faster moves player two 7EOE56OO
Player one is covered in blood 7EO48300
Bounce! Good dragon punch. Jump! — player one 7EOL3201
Bounce! Good dragon punch huge jump — player two 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu) 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps. 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one. 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two 7EOE2DB8
Replace * with number or letter to fight desired character — player two 7EOED10*
Replace * with number or letter to fight desired character. — player one 7EOCD10*
Character glides away slowly and gracefully — player one 7EOC2FOO
Character glides away slowly and gracefully — player two 7EOE2FOO
Small jumps, normal dragon punches. — player one 7EOL32B8
Small jumps, normal dragon punches — player two 7EOE32B8
Flashy shadow. — player one 7EOC4000
Flashy shadow — player two 7EOE4000
Mess 2 — player one 7EOC1EOO
Mess 2 — player two 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two 7EOEB901
Character fights back on his own! 1 player 7EOCO3OA
Character fights back on his own! 2



player 7EOE030A
Sprite lock — player one 7EOC030B
Sprite lock — player two 7EOE030B
Not there. — player one 7EOCFB63
Not there. — player two 7EOEFB63
Invisible. — player one 7EOCOOOO
Invisible. — player two 7EOEOOOO
Player one only faces left 7EOC1400
Player two only faces left 7EOE1400
Player one only faces right 7EOC1450
Player two only faces right 7EOE1450
Character is upside-down, amusing dragon punches — player one 7EOC1480
Pick Red Ken and look at his suit! one player 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue 7EOC16D1
Sprite lock — player one 7EOC1711
Sprite lock — player two 7EOE1711
Gibberish — player one 7EOC1950
Gibberish — player two 7EOE1950
Weird one — player one 7EOC18FF
Weird one — player two 7EOE18FF
SFII logo moved to left-hand side 7EOOB313
When tripped up or die you get burnt — player one. 7EOCF207
When tripped up or die you get burnt — player two. 7EOEF207
Background disaster. Try hondas level 7EOO0621
Slides when being hit — player one 7EOC8655
Slides when being hit — player two 7EOE8655
No energy bar! Player one has new colours * 7EOCOD5D
No energy bar! Player two has new colours * 7EOEOD5D
Players travel at slow speed and player one can't be hit. 7EOLOOF6
Same as above for player two 7EOEOOF6
Mini-sprite mess. — player one 7E05OA74
Sprite mess! both players 7EO5O5AO
background mess 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing). 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX

Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one 7EOCB9F2
Same as above for player two 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one 7EOCB9F4
Same as above for player two 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup! 7EOCB9F6
Same as above for player two 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side. 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one 7EOCB9F8
Same as above for player two 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one 7EOCB9F9
Same as above. — player two 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9. 7EOCB9FA
Same as above for player two 7EOEB9FA
Punch/kick = SFX of barrels — player one 7EOCBPFD
Same for player two 7EOEB9FD
No sound FX for either player 7EOCB9FE
NO MUSIC 7EOB O6F3

Colours

Turn Ryu's sky green (looks good) 7EO3 OOCO
Outline of energy bar is pink 7EO3 OFDO
Energy bar's yellow part is pink 7EO3 ODDO
Energy bar's red part is brown 7EO3 OA75
Energy bar's red bit is green 7EO3 OA83
Energy bar's yellow bit is bright green 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange. 7EO3 4FDO
Pinkish capcom sign plus VS' sign 7EO3 6FDO
New letters (looks good) 7EO3 O5F3
Same as above with black outlines 7EO3 O5OO
Pink floor Ryu 7EO3 EFDO
Look at Ryu's sky 7EO3 O1D1
Daytime (Ryu's level) 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

Street Fighter II

7E0C6001	Speed Fighter! Speeds the game up to double speed.
7E0CB200	Allows all special moves for player one to be done in midair
7E0EB200	Allows all special moves for player two to be done in midair
7E0CD002	Player one needs only one win to go through to the next round
7E0ED002	Player two needs only one win to go through to the next round
7E0ED10X	Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X	Same as above for player two

To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). Practice — you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.

7E0C 2BBO	Infinite energy
7E1A C899	Infinite time
7EOC EBBO	Infinite energy player one
7EOE 2BBO	Infinite energy player two
7EOC ODOO	Same player in same colour (normal colour, player one)
7EOE ODOO	Same player in same colour (normal colour, player two)
7EOC OD20	Same player in same colour (championship edition colour, player one)
7EOE OD20	Same player in same colour (championship edition colour, player two)
7EOC 35BO	Silly mode (player one)
7EOE 35BO	Silly mode (player two). To get player down, turn switch down.
7EOB F220	Both be the same player

Strike Gunner (STG)

7E023A03	Infinite lives player one
7E024403	Infinite lives player two
7E023F03	Weapon energy player one
7E024903	Weapon energy player two

Super Adventure Island

7E030D05	Infinite lives
7E0D6C20	Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02	Infinite lives

Super Aleste

7E015203	Bombs

Super Double Dragon

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!

7E00DC02 Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!

Super EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

Super Fire Pro Wrestling 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:

PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7

Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ

Enter 4SSSU GFSIS PZ5NF YOHSX CDRXK LX34M MIEB7 V50MR WM

To go straight into the points tournament final in tag-team mode. Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU

You'll be straight into the tag-team championship belt match.

Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.

AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.

D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

Super Ghouls 'n' Ghosts

7E02 A402	Infinite lives
7E02 A905	Infinite time

To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.

Super Mario Kart

Here's a speedy tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents. By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost' image.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.

Super Mario World

To re-enter a castle press [L] and [R] simultaneously.

Super Mario World (UK version)

7EOD B405	Infinite Marios
7EOD BE05	Infinite Luigis
7EOD C101	Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201	Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202	Infinite fire flowers (players one and two)
7EOD 203	Infinite stars (players one and two)
7EOD C204	Infinite cape feathers (players one and two)

Super Off Road

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.

Super Pang

For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

Super Probotector

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

Super R-Type

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Hey presto! Choose your laser by pressing either:

A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

Super Smash TV (US version)

7E053105	Infinite lives player one
7E053205	Infinite lives player two
7E189906	Weapon energy player one
7E189A06	Weapon energy player two

Super Smash TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You'll enter a special options screen.

To avoid fighting any enemies enter the crcui-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.

Super Soccer

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!



Super Star Wars

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.

Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.

Super Tennis (Japanese)

For an exhibition match against Tomkin, enter:
K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

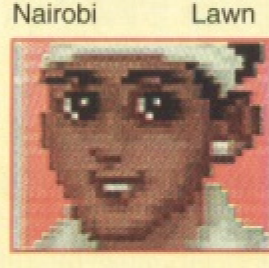
Super Tennis (UK version)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Tournament	Surface	Code
Melbourne	Hard	C6VLMVT M8YD3HR FWLWJSD 3HP?CQ2 4075C6P DJSTK8X D3H8FQL VCX
Nairobi	Lawn	HZ7N698 G7RHJWZ CYD3LS GVMYKPD 2GPYBQ1 4065C6P DJSDKPY MBC
Paris	Clay	V117G?L 6JVLVP2 KSD3HRZ CT37296 C6QDJST K8XD3HR TLLJRF ZKS

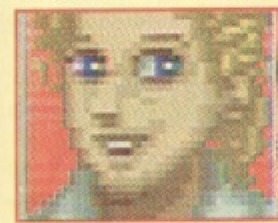






Beijing Hard

?24KKOV
7KVRVS3
NTD3HRZ
CT47396
C6QDJXT
K8XD3GR
FTLVJTG
ZGS

London Lawn

32W?1Z
TF6WR3L
V76178F
8SHMWYL
8ZG4HWF
TLWJPC2
GNY9RJ8
6B4

Tokyo Hard

56D1NZW
HNXVYT3
PXL3HR?
DT573B6
G8RFJXT
K8XD3HR
FTLVMSJ
ZNS

New York Hard
M?Q51MB
Q2N8H9V
S6FR284
8CJBTNL
VXPFXJ3
HRFTLWJ
PC2FWQJ
3JO

Don J Clay

BQ14065
C6PDJST
K8XD3HR
FTLWJPC
2GNYBQ1
4065C6P
DJS80R3
MBC

If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.

Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.

1. 9DVHPDR YL?VITX
   NGLQOHW 3C5H6GD
   TGLZTL8 XD3HRFT
   LWJNLMN OJ4
2. K8XD3HR FTLWJPC
   2GNYBQI 4065C6P
   DJSTK8X D3HRFTL
   WJPVKMW IJJ

For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P DJSTK8X D3HRFTL WJPUKMW IGG

Super Valis

7E0FB528	Energy
7E0FAE10	Unlimited special attacks

The Addams Family

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives
&Z#KC	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.

The Combat Tribes

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

The Legend of Zelda

7EF36D50	Invincible ten hearts
7EF36E80	Unlimited magic energy
7EF37746	Unlimited 70 arrows
7EF34332	Unlimited 50 bombs

Thunder Spirits

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game and you'll see the new set of options.

TMNT IV: Turtles in Time

7E1A A099	Infinite lives (player one)
7E1A E099	Infinite lives (player two)

Top Gear

Here's a complete list of passwords. Remember that if you enter the UK password you can select any of the countries in that category.

Country	Amateur	Professional	Championship
S. America	Moonbath	Four Meg	Educated
Japan	Gearbox	Legend	Oil Cloth
Germany	car park	Theworld	Wreckage
Scandinavia	Road hog	Letsrace	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	A looper	Glucagon
UK	Horizons	Seasonal	Keelson

Alternatively, enter VALHALLA to open up all the tracks. This gives access to any circuit you choose.

7E04 4A50	Infinite energy (player one)
7E04 8A50	Infinite energy (player two)
7E00 9661	Infinite time (on verses mode)

Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: Turtles in Time (US version)

7E1A A004	Infinite lives player one
7EO4 4A50	Infinite energy player one
7E1A E004	Infinite lives player two
7E04 BA60	Infinite energy player two
7E1A A002	Unlimited lives
7E04 4A50	Unlimited energy



Top Racer (Japanese version)

7E1E 6C03	Infinite nitros player one
7E1E 6E03	Infinite nitros player two

Ultraman

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!

UN Squadron

If you're a sucker for punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'

7E10088 Unlimited energy

If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

Wanderers from Ys

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WWF Wrestlemania (US version)

7E06 EC30 Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler you choose will be the one with infinite energy.

Tracking down every Super Nintendo tip is a tough challenge even for our dedicated team. If you can help, send codes to TCC, SNES FORCE Impact Magazines, Ludlow, Shropshire SY8 1JW.

The

Guide

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● Game Boy and 13 games for sale £185. Boxed as new. Sell separate for £13 each game, all English games. Worth about £400. Phone Richard on (021) 378 2791.

● For sale Nes games includes Mario 3, NES Golf, Snake Rattle n Roll, 2 controllers, gun, Game Genie, fully boxed with instructions £160! Good condition, 1 year old. Ring Mark after 4pm weekdays on (0943) 864200.

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● Game Boy for sale, includes link lead, head phones, instructions, 5 ono. Please phone Alex on (0737) 352627, I can deliver, you must live locally.

● Game Boy for sale, with 8 games, carry case, light magnifier, all leads. Worth £300, sell for £145 ono. Tel (081) 399 3540.

● Mean Machines 2-17 £20, 12 early club Nintendos £5, 15 different issues £10. Will swop for SNES game, Write to Christian Sanderson, 50 Benchill Rd, Wythenshawe, M22 7LF.

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● Nintendo swap, I have Super Mario 2, will swap for Bart vs The World, ring Adam on Portsmouth 614851.

● Swap Game Boy for NES with games, call David on (0691) 650548 after 6pm please.

● Swap: Commodore 64, light gun, 40 games including Turbo Outrun, and New Zealand Story & cash adjustments for Super Nintendo with game and control pad. Ring (0564) 826385.

● I will swap my Super Mario 4 (UK) for your US or UK versions of Turtles In Time Turtles 4) for the SNES. Ring Chris on (0234) 360265.

● My Sega Power No 36 or Gamesmaster No 3 for Sega XS No 1, if you prefer ring (0533) 673259 and ask for Greg.

● Swap F-Zero for any other game except SMB4, Super Tennis, SpiderMan or Sim City. Or sell for £30 ono. Phone David on (0329) 667318 after 5pm please.

● Swap Game Boy with handy boy & 2 games in exchange for 2 Snes games. Also C64 with approx 175 games in exchange for 3 Snes games. Ring (0380) 724955 ask for Robin Ext 2814.

● Swap Snes games for £5 games include Tiny Toons (American), Mario Kart (UK) and Spiderman Xmen (UK). Call Andy on (0297) 60451.

● Nintendo Entertainment System with five games and four controllers, good condition will swap for Sega Mega Drive with games. Tel (0203) 349433, ask for Andrew.

● Hey you I will swap my NES with three games for a Snes with two games. Ring Craig on (0742) 488649.

● Will swap SNES and 7 games (Super Mario Kart, S Fighter 2, Pilot Wings, Super Star Wars, Contra 3, Joe & Mac, Lemmings) & adaptor and Action Replay for Neo-Geo and games. Call Ricky on (081) 368 7486.

● Swap Game Boy for NES with games. Ring David on (0691) 650548.

● I will swap my Amiga 500+, 2 joypads, mouse and mat for a Snes with games. Also will sell/swap Neo-Geo games. Phone Adrian on (0283) 214374.

● Will swap my Mega Drive with two joypads, two year guarantee left and Streets of Rage 2 for SNES , two joypads and SF2. Phone between (9am-4pm) weekdays. Ring (061) 247 3808.

Pen Pals

● Hi! 11 year old girl wants male or female pen pal of same age. Write to Tammy Gallagher, 415 Westleigh Lane, LEigh, Lancs, WN7 5PU.

● Hi If you like SNES or any other computers, write to me, Amit Sethi at 21, Stafford Rd, Eccles, Manchester, M30 9HA. I am 13 and would like pen pals aged between 12-15 boys or girls write soon!

● Snes game fiend seeks pen pal 12or 13, male or female. Can exchange cheats, write to Chris, 30 Pickering Cresc, Thelwall, Warrington, Cheshire, WA4 2EX.

● My name's Mark Emery I need a penpal, any sex who has a Game Boy or Nintendo. I am 14 years old, when writing please enclose a picture of yourself. Write to; 14 Quok Avenue, 0511 Singapore.


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The Guide

Directory Enquiries

Every Super Nintendo game reviewed and rated is the aim of this section and with over 200 entries we're well on the way to achieving our goal. Over the coming months we'll be regularly updating *Directory Enquiries* to make you the most informed Super Nintendo owner. Each review includes the game's full title, producer, Force Factor rating and Super League colour code. Read it slowly, read it carefully but most of all read it.

Acrobat Mission
● Teichiku
Good soundtrack but that doesn't make up for the unoriginal gameplay. **Force 65%**

Actraiser
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end. **Force 87%**

Addams Family
● Ocean
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive, loads of levels to explore. **Force 88%**

Aguri Suzuki
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really! **Force 83%**

Aliens vs Predator
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment! **Force 39%**

Another World
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side. **Force 85%**

Arcana
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay. **Force 57%**

Assault Suits Valken
● MCS
Japanese version of Konami's superb shooter Cybernator. **Force 89%**

Astral Bout
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating. **Force 42%**

Augusta Masters
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay. **Force 81%**

Axelay
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability. **Force 90%**



Bart's Nightmare
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack. **Force 87%**

Batman Returns
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough. **Force 82%**

Battle Blaze
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each! **Force 33%**

Battle Clash
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow! **Force 35%**

Battle Grand Prix
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though! **Force 75%**

Best of the Best
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics. **Force 81%**

Big Run
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about! **Force 25%**

Bill Lambier's Combat Basketball
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay. **Force 45%**

Blazeon
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability. **Force 55%**

Blazing Skies
● Namcot
Also known as Ace's High, this WWI

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

Arcade
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

Adventure/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Beat-'em-up
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

Platform
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Flying sims recreates the thrills and spills of historic dog fights. Not as good as it sounds! **Force 72%**

Blues Brothers

● Titus

Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode. **Force 82%**

Bulls vs Blazers

● EA

One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball. **Force 78%**

Cacoma Knight

● Datam

Very weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for while but not much lastability. **Force 72%**

California Games 2

● DTMC

Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty! **Force 36%**

Cameltry

● TAITO

Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay. **Force 68%**

Castlevania IV

● Konami

Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around. **Force 88%**

Chester Cheetah

● Kaneko

A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow. **Force 65%**

Chuck Rock

● Sony

Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though! **Force 87%**

Clue

● Parker Bros

American conversion of the classic board game Cludo. Stick to the original it's more enjoyable. **Force 66%**

Combat Tribes

● American Technos

A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed. **Force 47%**

Contra Spirits

● Konami

Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though. **Force 92%**



Cosmo Gang: the Video

● Namcot

Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer. **Force 45%**

D-Force

● Asmik

Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only. **Force 44%**

Darius Twin

● Taito

One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action. **Force 50%**

David Crane's Amazing Tennis

● Absolute

Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option. **Force 86%**

Desert Strike

● EA

Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay. **Force 87%**

Dinosaurs

● IREM

Great graphics but needs more levels — difficulty option adds variety. **Force 81%**

Dragon's Lair

● Elite

Excellent graphics, dodgy to control at first and damn hard — addictive as hell. **Force 87%**

Drakkhen

● Infogrammes

Plenty of playabilty and depth once you get past the early levels. **Force 80%**

Exhaust Heat II

● Seta

The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant! **Force 84%**

Extra Innings Baseball

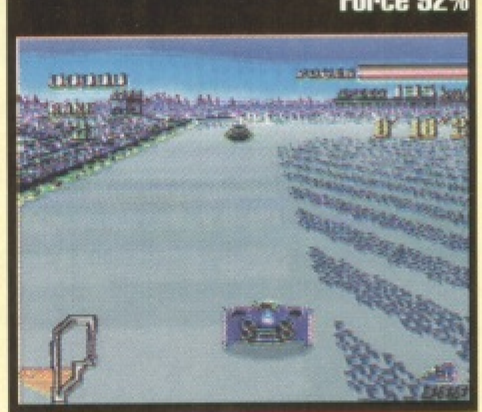
● Sony

Cutesy one- or two-player baseball sim with excellent gameplay. **Force 87%**

F-Zero

● Nintendo

Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun. **Force 92%**



F1 Exhaust Heat

● Ocean

Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up. **Force 85%**

F1 Super Driving

● LOZC

Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives! **Force 82%**

Faceball 2000

● Teichiku

Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved. **Force 72%**

Fatal Fury

● Takara

Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play. **Force 65%**

Final Fight

● Capcom

This great conversion of the classic arcade hit is only let down by its lack of two-player option. **Force 79%**

Final Fight Guy

● Capcom

Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though! **Force 75%**

First Samurai

● Kemco

Good special moves make this an enjoyable challenge. Gameplay can be frustrating. **Force 69%**

Final Fantasy II

● Nintendo

An excellent introduction to RPGs but lacks serious challenge. One for beginners only. **Force 78%**

Formula One Circus

● Nichibutsu

Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds. **Force 58%**

Gamba League

Japanese version of Extra Innings.

George Foreman's KO Boxing

● Acclaim

Nasty Boxing sim, even the two-player option doesn't save it. **Force 45%**

Geoman Warrior

Japanese version of The Legend of the Mystical Ninja.

Gods

● Mindscape

Tough puzzles and tedious first levels but gameplay gets better. **Force 81%**

Puzzle

Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

Shoot-'em-up

It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '...the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

Sports/Racing

The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

Sims/Strategy

The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '...it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Golden Fighter
● Culture Brain
Very annoying fighting game let down by poor the animation and gameplay. **Force 54%**

Gradius III
● Konami
One of the original horizontal shooters and the inspiration behind Parodius. Loads of great weapons and power-ups and super graphics. **Force 87%**

Gun Force
● Irem
Challenging but slow blaster with good graphics. **Force 70%**

Harley's Humongous Adventure
● Hi-Tec Expressions
One of the worst platform games around. We loathed it. **Force 36%**

Hat Trick Hero
Also known as Super Soccer Champ. Amusing but unrealistic football game with two-player option. Good graphics but frustrating gameplay. **Force 86%**

Hole in One
● Hal
A golf game with only one one course? This crazy golf style game is a laugh for a few minutes rapidly becomes boring. **Force 53%**

Home Alone
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said! **Force 18%**

Home Alone 2
● T•HQ
A vastly improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh. **Force 65%**

Hook
● Sony
Looks great, sounds great but falls down on playability. **Force 81%**

Human Grand Prix
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option. **Force 81%**

IREM Skins Game
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash. **Force 86%**

Jack Nicklaus Golf
● Konami
Good golf sim, but limited number of holes to play. **Force 77%**

Jaki Crush
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir! **Force 56%**

James Bond Jr
● T•HQ
Unrealistic scrolling, awful sound and nasty animation — stay clear! **Force 43%**

Jerry Boy
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat. **Force 86%**

Jeopardy
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America! **Force 45%**

Jimmy Connors' Tennis
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun. **Force 70%**

Joe & Mac
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey! **Force 84%**

Joe & Mac 2
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay! **Force 86%**

John Maddens Football
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel! **Force 45%**

John Maddens '93
● EA
Great sound, and good — but small — sprites make this a brilliant one-two-player American football sim. The controls are hard at first but once mastered it's great fun. **Force 90%**



Ka-Blooey
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms. **Force 60%**

Kikikaikai
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look! **Force 85%**

King Arthur's World
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay. **Force 82%**

King of the Monsters
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored. **Force 70%**

King Of The Rally
● Meldac
Sparse racing game with good graphics but not enough challenge and limited lastability. **Force 65%**

Krusty's Super Fun House
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive! **Force 82%**

Lemmings
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning. **Force 90%**



Lethal Weapon
● Ocean
Run-of-the-mill shooter with very sad gameplay. **Force 57%**

Magic Adventure
● Bandai
Unusual Japanese game with good graphics but bland gameplay. **Force 77%**

Magic Sword
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow. **Force 64%**

Mario Paint
● Nintendo
Fun-packed but basic art package for kids. **Force 82%**

Mech Warrior
● Activision
A complicated action and strategy title, atmospheric, moody and sci-fi. **Force 79%**

Mickey's Magical Quest
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting. **Force 91%**

Monopoly
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible! **Force 25%**

Musya
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing. **Force 60%**

Mystical Ninja
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant! **Force 88%**

NBA All-Star Challenge
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option. **Force 63%**

NCAA Basketball
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect. Action is a little slow and sparse. **Force 86%**

NHLPA Hockey
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92. **Force 81%**

NHLPA Hockey '93
● EA
Updated sequel with improved playability, loads of stats and furious fighting scenes. **Force 86%**

Nolan Ryan's Baseball
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay. **Force 64%**

On The Ball
See Cameltry

Arcade | Adventure/RPG | Beat-'em-up | Platform

Out of this World
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive. **Force 85%**

Paperboy 2
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor. **Force 33%**

Parodius
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though! **Force 87%**

Pebble Beach Golf
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course but it's very good! **Force 83%**

PGA Tour Golf
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf! **Force 85%**

Phalanx
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics. **Force 74%**

Pilotwings
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game! **Force 91%**



Pipe Dream
● Kemco
A tricky one- and two-player puzzler high on good graphics but short on thrills. **Force 74%**

Pit-Fighter
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard. **Force 36%**

Pocky and Rocky
● Natsume
See Kikikaikai

Populous
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money. **Force 81%**

Power Athlete
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject! **Force 25%**

Prince of Persia
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system! **Force 89%**

Pro Quarterback
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete. **Force 66%**

Pugsley's Scavenger Hunt
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though! **Force 85%**

Push Over
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga. **Force 76%**

Q*Bert 3
● NTVIC
Cool graphics but monotonous gameplay soon gets boring. **Force 64%**

Race Driving
● ?
One of the worst racing gams of all time. **Force 25%**

Radical Psyche Racing
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. **Force 26%**

Raiden Trad
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else. **Force 65%**

Rampart
● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability. **Force 51%**

Ranma 1/2
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel. **Force 80%**

Ranma 1/2 Part 2
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy! **Force 85%**

Rival Turf
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls. **Force 55%**

Road Runner: Death Valley Rally
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls. **Force 84%**

Robocop 3
● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating. **Force 48%**

Roger Clemens MVP Baseball
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. **Force 45%**

RPM Racing
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge. Gameplay is too repetitive. **Force 68%**

Rushing Beat Run
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay. **Force 74%**

Sim City
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages! **Force 88%**

Sim Earth
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation. **Force 74%**

Sküljagger
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase, **Force 62%**

Sky Mission
See Blazing Skies

Smart Ball
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy. **Force 87%**

Sonic Blast Man
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge. **Force 69%**

Soul Blazer
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it. **Force 84%**

Spanky's Quest
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability. **Force 75%**

Spiderman and the X-Men
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only. **Force 75%**

Spindizzy Worlds
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating. **Force 82%**

StarFox
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though. **Force 85%**

StarWing
Official UK version of StarFox.

Strike Gunner
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

Street Fighter II
● Capcom

The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.
Force 96%



too easy! **Force 63%**

Super Action Football
● Nintendo

This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.
Force 77%

Super Adventure Island
● Hudson Soft

This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay. **Force 84%**

Super Aleste
● TOHO

A fast vertical shoot-'em-up that's really rather nice and detailed. **Force 78%**

Super Bases Loaded
● Jaleco

Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.
Force 45%

Super Batter Up
● Namco

Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.
Force 83%

Super Battletank
● Absolute

A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy. **Force 57%**

Super Bowling
● Technos

A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.
Force 70%

Super Cup Soccer
● Jaleco

Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!
Force 72%

Super Double Dragon
● Tradewest

Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two. **Force 70%**

Super Dunkshot
See NCAA Basketball

Super Fire Pro Wrestling
● Human

Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game. **Force 45%**

Super Formation Soccer
● Human

Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Choice of exhibition match or World Cup and a good variety of players each with individual attributes. Moves are a little limited and this version has no yellow cards or penalty shoot out option.
Force 84%

Super Goal
See Super Cup Soccer

Super Ghouls 'n Ghosts
● Capcom

Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills. **Force 89%**

Super Kick Off
● Anco

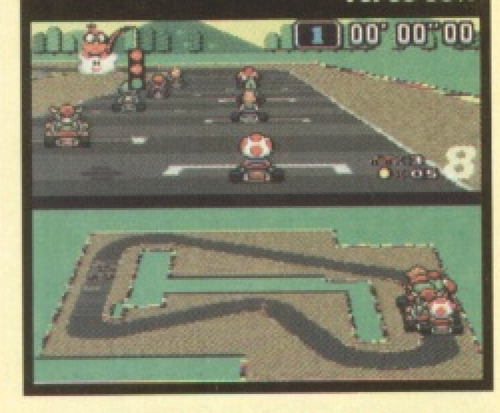
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.
Force 76%

Super NBA Basketball
● Tecmo

Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

Super Mario Kart
● Nintendo

The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.
Force 90%



Super Mario World
● Nintendo

Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.
Force 95%



Force 88%

Super Off-Road
● Tradewest

Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.
Force 51%

Super Pang
● Capcom

This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.
Force 86%

Super Play Action Football
● Nintendo

Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well... **Force 77%**

Super Pro Baseball
See Super Bases Loaded

Super Probotector
See Contra Spirits Also known in US as Contra III

Super R-Type
● IREM

One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting. **Force 83%**

Super Smash TV
● Acclaim

Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a

Super Star Wars
● JVC

One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed. **Force 92%**



Super Soccer Champ

See Hat-Trick Hero

Super Strike Gunner

● NTVIC

Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

Force 55%

Super Swiv

● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable. **Force 78%**

Super Tennis

● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever. **Force 88%**

Super Tetris 2 + Bombliss

● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers. **Force 85%**

Super Valis

● Telenet

Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay is unchallenging. **Force 60%**

Terminator

● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

Force 55%

Test drive II

● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

Force 78%

The Hunt For Red October

● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

Force 55%

Tiny Toons

● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy!

Force 87%

The Rocketeer

● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it.

Force 45%

Thunder Spirits

● Seika

Another in a long line of samey Japanese shooters. Decent graphics but nothing in the gameplay department to stimulate interest.

Force 65%

Tom and Jerry

● Hi-Tech Expressions

A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating . **Force 44%**

Top Gear

● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down . **Force 88%**

Turtles In Time

● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

Force 75%

Ultraman

● Bandai

Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless

Force 51%

UN Squadron

● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen. A good challenge nonetheless.

Force 83%

Waialae Country Club

● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is just to slow

Force 76%

Warp Speed

● Accolade

Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable.

Force 75%

Wheel Of Fortune

● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show.

Force 37%

Wing Commander

● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slow down when the action gets really hot — still a tough challenge. **Force 84%**

World Class Rugby

● Imagineer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby.

Force 78%

Wordtris

● Spectrum Holobyte

A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable. **Force 45%**

WWF Wrestlemania

● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one.

Force 83%

X-Zone

● Kemco

Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control. **Force 61%**

Xardion

● Asmik

Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay although this raises it to a just-above-average status.

Force 60%

Zelda 3 : A Link to the Past

● Nintendo

A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete. Without a doubt the best RPG ever — can't wait for the sequel!

Force 93%



Next month Directory Enquiries gets a complete overhaul. That means more games, more ratings and more reviews. Don't miss it.

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

No Kidding

We're back from CES in Chicago and, as always, it was a great show with masses of new games and technology. All the information is in this issue — see the news section starting on page six.

But there's another side to CES — a side you won't see in news columns. For example, a burly Sega bouncer refusing SEGA FORCE MEGA's editor admission to the virtual-reality press demonstration because 'he was English'. Don't English readers have the right to know about possibly the most revolutionary technological breakthrough in decades?

Or Nintendo 'hospitality' girls curtly turning away those daring to ask for an extra one of the thousands of promotional caps, T-shirts and badges they had supposedly come to 'give away'. Overhearing a conversation between one man in his fifties and a teenage attendant I couldn't believe my ears: 'I'm sorry, sir, if you want a Mario cap you'll have to join the queue to play *Super Mario All Stars*.'

'But I don't want to play the game. I just want a cap for my grandson.'

'I'm sorry, sir. If you don't have a token, I can't give you a cap.'

This 'if your name's not on the guest list...' routine is not something we should expect from Nintendo and Sega. But here lies the truth of the CES. It's a sales show. An opportunity for faceless men in grey suits to sell thousands of copies of their products.

There is no place at CES for games players. That was evident on the consumer day, when 37,694 young Americans paid $8 (£5) each only to find many software companies had taken their new games off the stand — 'can't be too careful when there's kids about' — and some companies even had the discourtesy to leave a day early.



There were notable exceptions: Electronic Arts, Konami, Ocean and Sony are just four of the companies who set a glowing example. Acclaim were also excellent. Their stand was invaded by thousands of game fans eager to get a first look at *Mortal Kombat*. Never rude and perfectly prepared, Acclaim officials held challenges all day offering great prizes.

Capcom were equally as professional. At one point it seemed their *Street Fighter II Turbo* stand would be overrun, but the ever-polite staff were always available to answer questions — even if it was 'how many meg is the cart?' for the umpteenth time.

As the show drew to a halt and the last people emptied out of the building I overheard some people arguing. Seeing my press badge, they invited me to settle the dispute once and for all: 'Hey, mister, which is better — *Street Fighter II Turbo* or *Mortal Kombat*?'

Want to know my answer? You'll have to wait till next issue. In our massive beat-'em-up special we pit these two bruisers head-to-head for the title of best brawler — page after page of the best coverage and the most information.

Only one will be the winner. I know which it will be. Do you? Join us next month and find out.

Chris Rice is the editor of *SNES FORCE*

Next Month! 6th August

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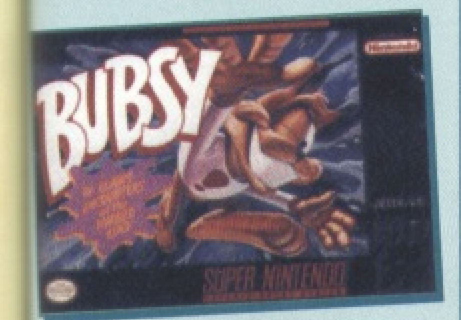
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